Official Strategy Guide

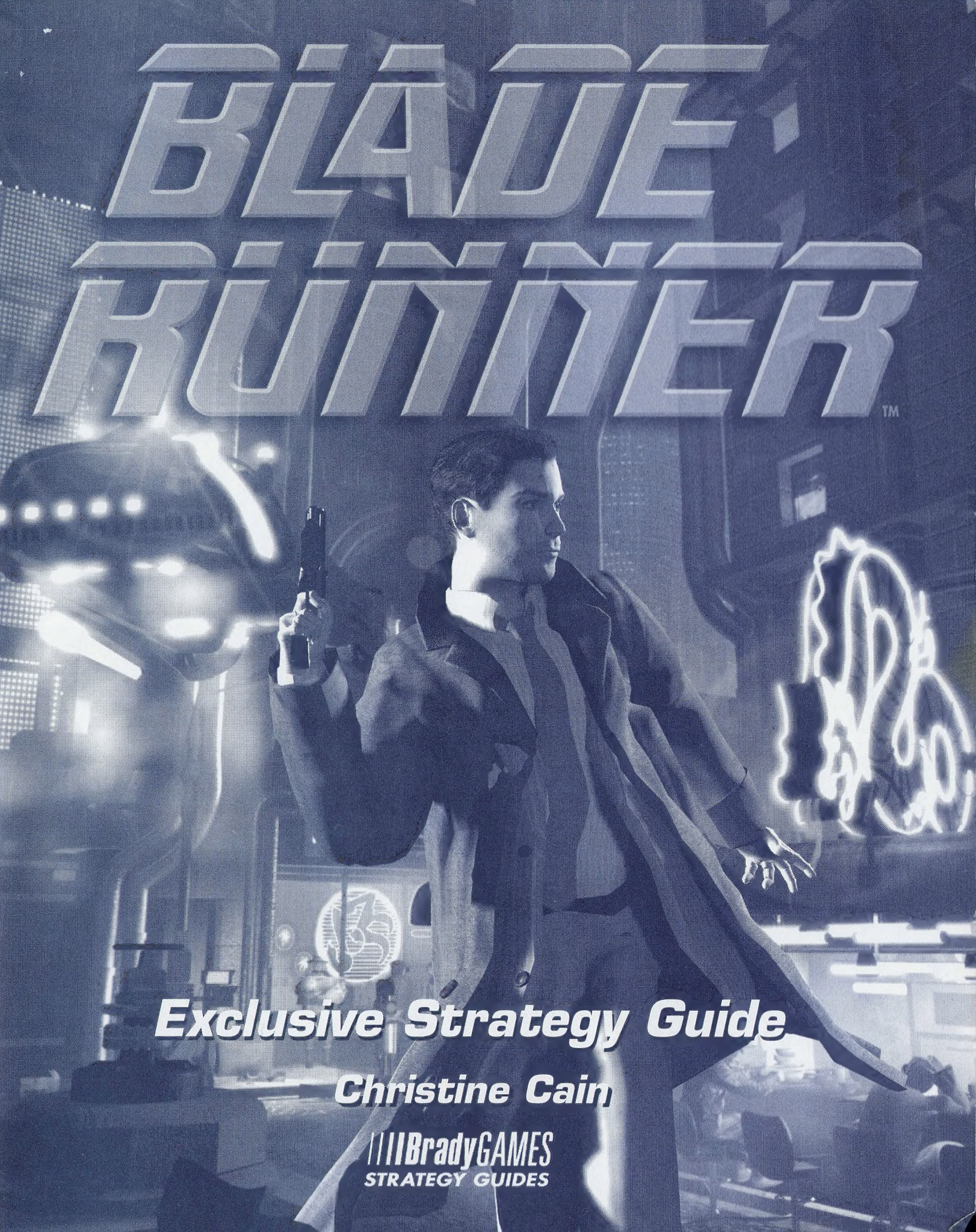
BLADE RUNNER™

Complete Step-by-Step Strategy

BradyGAMES STRATEGY GUIDES

Covers PC CD-ROM

Westwood™ STUDIOS



Exclusive Strategy Guide

Christine Cain

BradyGAMES
STRATEGY GUIDES

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Angeles
2019
November
Early in the 21st century, the
Tyrell Corporation advanced Robot
evolution into the Nexus Phase...

BLADE RUNNER™ LEGAL

Official Guide to *BLADE RUNNER™*

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Brady Publishing

An Imprint of
Macmillan Digital Publishing USA
201 West 103rd Street
Indianapolis, Indiana 46290

ISBN: 1-56686-728-2

Library of Congress Catalog No.: 97-74071

Printing Code: The rightmost double-digit number is the year of the book's printing; the rightmost single-digit number is the number of the bookís printing. For example, 97-1 shows that the first printing of the book occurred in 1997.

00 99 98 97 4 3 2 1

Manufactured in the United States of America.

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サイエンス・フィクション

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ACKNOWLEDGMENTS

Thanks to:

The incredible testing-stylings of Jon T. Hall, Shane Dietrich, and Mike "Tigger" Smith. Also, thanks to David Leary, Lloyd Bell, Lincoln Hershberger, and all of the folks at Westwood who bent over backward to help us Brady folk. Finally, in fond memory of Phillip K. Dick, without whom this timeless tale would never have been told.

TABLE OF CONTENTS

Introduction 8

Chapter 1 Characters 12

Chapter 2 Game Basics 32

Chapter 3 Act 1 38

Chapter 4 Act 2 58

Chapter 5 Act 3 84

Chapter 6 Act 4 114

Chapter 7 Act 5 132

Chapter 8 Game Endings 144

Chapter 9 Decision Tree 148

Chapter 10 Blade Runner Movie Buffs 152

Appendix A: Clues 166

Index 176

begin
"A new life awaits you in the off-world colonies. The chance to begin again in a golden land of opportunity and adventure. New climate, recreational fac
golden lan
OFF
off-world colonies
別世界植

again...
民地

INTRO

Early in the 21st Century, the Tyrell Corporation advanced Robot evolution into the Nexus Phase—a being virtually identical to a human, known as a *Replicant*.

The NEXUS 6 *Replicants* were superior in strength and agility, and at least equal in intelligence, to the genetic engineers who created them.

Replicants were used off-world as slave labor, in the hazardous exploration and colonization of other planets.

After a bloody mutiny by a NEXUS 6 combat team in an off-world colony, *Replicants* were declared illegal on earth—under penalty of death.

Special police squads, known as Blade Runner Units, had orders to shoot to kill, upon detection, any trespassing *Replicant*.

This was not called execution—it was called retirement.

フィクション

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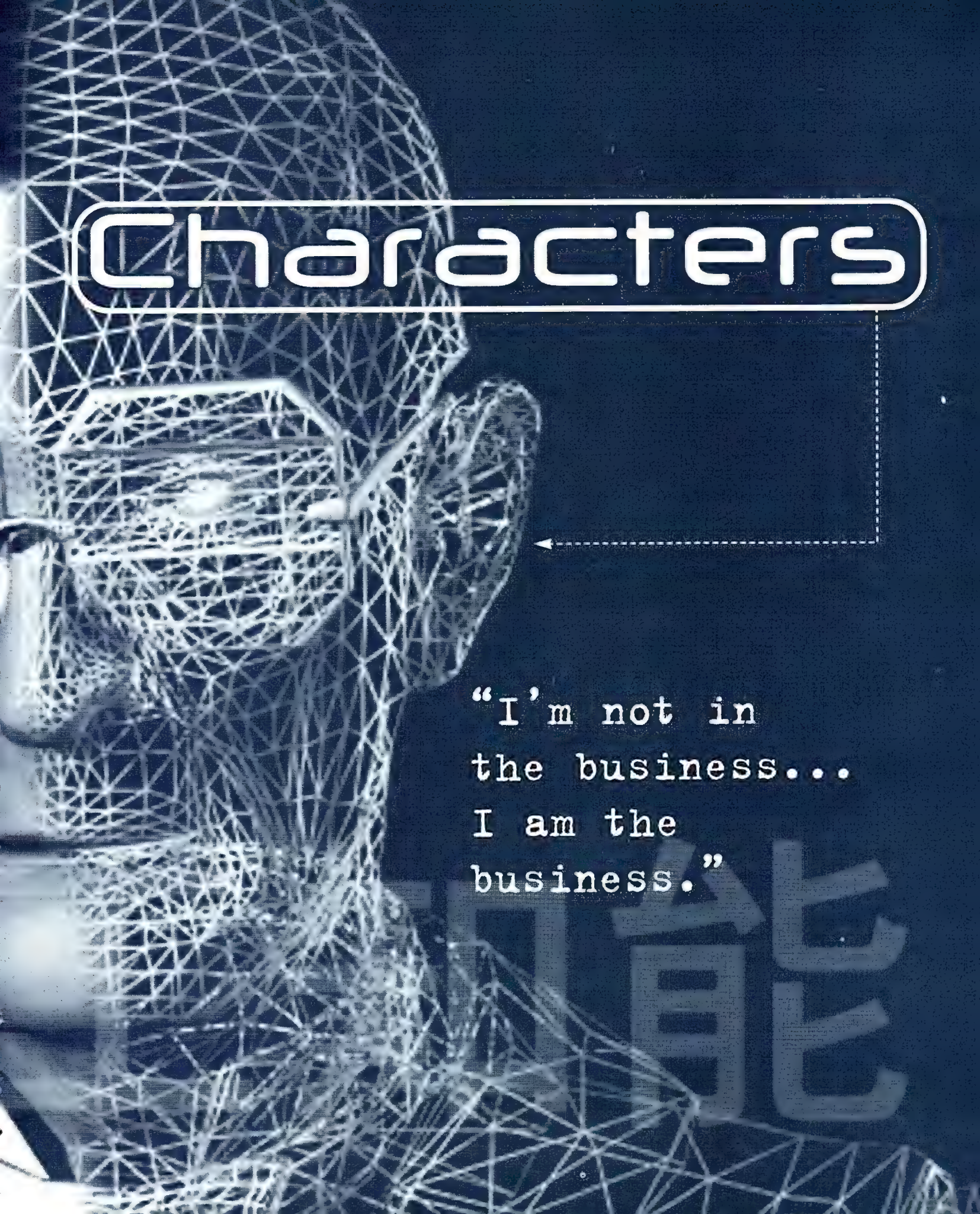
人工知能
More Human

The Tyrell Corporation
Than Human!
That's Our Motto!


Characters
"I'm not in the business... I am the business."

Characters

Humans

Baker

DESCRIPTION: Interrogator

TERRITORY: Appears in the cinematic features only.

Bullet Bob

DESCRIPTION: Bob is a very useful guy when it comes to information. He owns the gun shop and carries some serious ammo that you need to buy to protect yourself from any reps with ill intentions. Another note about Bob: Quite confident in his human-ness, he not only wants you to give him the Voigt-Kampff, he actually *enjoys* it.

TERRITORY: Only found in his shop, near Animoid Row.

Chew

DESCRIPTION: You may remember Chew from another Blade Runner's exploits. He designs replicant eyes and owns "Eyeworks" along DNA Row.

TERRITORY: Only found at the Eyeworks, along DNA Row.

Crazylegs Larry

DESCRIPTION: Larry has no legs of which to speak, and he's actually the owner of the used car lot. He's not much help in terms of info, but he might make you a good deal on a getaway car when you need it the most.

TERRITORY: Only found at Crazylegs Larry's, in Hysteria Hall.

Crystal Steele

DESCRIPTION: Crystal is the nearest thing to a partner you've got. The name "Steele" suits her well; she's a force to be reckoned with and won't take any crap from anyone—especially you. Crystal works alone, but she'll share any important info she comes across when your cases begin to overlap. Her most distinguishing feature? She's a cold-blooded Replicant hunter, a Blade Runner in the truest sense. If it's artificial, be it animal or more human than human, Crystal will hunt it down ruthlessly until it's retired. To her, she's ridding the world of mechanical psycho killers and putting more chinyen in her pocket. If you start to get soft on her about retiring Replicants, get the hell out of her way!

TERRITORY: All Blade Runners are extremely mobile and appear in various areas throughout your travels, each working on his/her own case.

Desk Sergeant

DESCRIPTION: This guy is in charge of the Shooting Range and the weapons locker at the Police Station.

TERRITORY: Only found at the Police Station, Floor 2.

Dino Klein

DESCRIPTION: This man runs the lab in the police station. Bring him the crime scene clues and he'll tell you everything he can about them.

TERRITORY: Only found at the Police Station, Floor 3.

Early Q

DESCRIPTION: Early is the low-life scuzzball who owns Early's nightclub along DNA Row. Never trust this guy; he doesn't seem like a murderer, but he's definitely not gonna' help you without the gentle encouragement of a well-aimed firearm!

TERRITORY: Only found at Early's, along DNA Row.

Early's Bartender

DESCRIPTION: He's behind the strip joint in the bar. He'll serve you as many drinks as you like, but he's *not* an information source.

TERRITORY: Only found at Early's, along Nightclub Row.

Fish Lady

DESCRIPTION: The Fish Lady is helpful only in determining the origin of a non-related, case-related clue that you may find. You've heard from one of the more experienced, previously unemployed Blade Runners (who's currently working on a similar case in town) that no one in LA knows artificial fish from authentic fish better than Fish Lady. Her building stands along the far southwest end of Animoid Row, but is difficult to see. You need to wait at the counter for her.

TERRITORY: Only found at the Fish Stand, in Animoid Row.

Gaff

DESCRIPTION: Another fellow Blade Runner, but very unusual and almost wise. His trademark hat and cane give him away when he approaches, and you almost cringe when you see him coming. Because you're a Rookie, he tends to tease you more than you'd care to put up with. But if you can put up with the initial banter, he usually follows it with important clues for your case.

TERRITORY: All Blade Runners are extremely mobile and appear in various areas throughout your travels, each working on his/her own case.

Gov. Kolvig

DESCRIPTION: The latest in a long line of colorless political hacks, he's not much more than a puppet for the big corporations. Any chance of him growing a spine this year is out—he's up for reelection. He's been promising to clean up the Kipple around the city, but so far it's still one giant toilet out there.

TERRITORY: Appears in the cinematic features only.

Guzza

DESCRIPTION: Ain't this guy a piece of work? Not that his cheerful demeanor and clever pleasantries aren't mildly amusing... OK, so he's a homely cretin. Too bad he's your boss. But at least he comes through for you when you need to see the important "hard-to-see" types, like Tyrell.

TERRITORY: Police Station, ground floor, southeast corner office. If he's not there at first, keep checking back.

Hasan

DESCRIPTION: Hasan owns the reptile shop along Animoid Row. He's extremely defensive—it's like Blade Runners harass him constantly or something.

TERRITORY: Only along Animoid Row, northeast corner.

Hanoi

DESCRIPTION: This is the bouncer at Early Q's who refuses to let you see Early. Don't screw around with him or you might find yourself waking up from a concussion on the pavement outside. Fortunately for you, it's pretty obvious Hanoi is easily distracted by the really, ummm, shall we say... limber dancer onstage. He's only human, right? Well, probably.

TERRITORY: Only at Early Q's, Nightclub Row.

Hawker's Barkeep

DESCRIPTION: This grumpy character runs the China Bar in Hawker's Circle. He doesn't want any trouble, so to speak, but he can serve you a drink if you want. He sees a lot of low-down business take place and he may have something for you if you check back.

TERRITORY: Only at the China Bar in Hawker's Circle.

Holloway

DESCRIPTION: The beefy guy who clubs McCoy during Act 3.

TERRITORY: Wherever McCoy is, he's there.

Homeless Guy

DESCRIPTION: You gotta' feel bad for a guy who lives out of the trash bins of this city—it's amazing he's survived this long. He sure gets around, too!

TERRITORY: In the alley in Act 1; reappears in Act 4.

Howie Lee

DESCRIPTION: Good ol' Howie runs the sushi bar in Chinatown and knows all of his customers really well. Blade Runners are pretty much commonplace at his sushi bar, but you never know who else might show up...

TERRITORY: Only at Howie Lee's, in Chinatown.

Isabella

DESCRIPTION: Isabella is the woman who owns the stew shop called Kingston Kitchens. Her stew is infamous for having some secret ingredient—it's how she stays afloat in the food business. She's very friendly and may be able to give you a tip or two about a suspect.

TERRITORY: Only at Kingston Kitchens, in Hawker's Circle.

Marcus Eisenduller

DESCRIPTION: Marcus is a guy who was in the wrong business at the wrong time. Reps can be awfully relentless when their life spans are near the end.

TERRITORY: Appears in the cinematic features only.

Mia & Murray

DESCRIPTION: These two are actually really fun to listen to. Just stand back and let 'em talk. They own the lichen dog stand in Hysteria Hall.

TERRITORY: Only in front of Hysteria Hall.

Moraji

DESCRIPTION: Moraji is a brilliant genetic engineer who builds skin for Replicants, which brings new meaning to the repugnant slang "skin job." His place has quite a catchy name: Dermo Design.

TERRITORY: Dermo Design, DNA Row.

Officers

DESCRIPTION: Officers are usually first at the crime scene and can prove to be very useful for working the witnesses for clues.

TERRITORY: Prominently helpful in Act 1 at Runciter's and Act 2 in DNA Row.

Police Photographer

DESCRIPTION: Snaps pictures at the Tyrell crime scene.

TERRITORY: At Tyrell crime scene.

Peruvian Lady

DESCRIPTION: That Dragonfly booth in Animoid Row... Yeah, she makes jewelry or something there. Those dragonflies seem to be pretty popular right now.

TERRITORY: Only in Animoid Row, to the left of Hasan's.

Runciter

DESCRIPTION: This guy has slimeball written all over him. He owns the animal shop in which he claims every animal is supposedly "real." Either he's got chinyen or connections, maybe both. You wouldn't have to deal with him at all, but a couple perps broke in and slaughtered every animal in the place. Obviously it wasn't a robbery, because nothing was stolen. This is where your case begins and you've got to weasel some clues outta' this guy somehow.

TERRITORY: Only at Runciter's.

Rajif

DESCRIPTION: You know nothing about this guy except that he's in your apartment and he's got a gun pointed at you. Someone's gonna' pay for this!

TERRITORY: Only in Act 4, McCoy's Apartment.

Spencer Grigorian

DESCRIPTION: Crystal put this weirdo in the lockup. He claims to be the leader of a Replicant Sympathizer group, some extreme left-sided liberals. Crystal gave him a Voigt-Kampff test to see if his "sympathy" has ulterior motives, but it turns out he's human after all. What his real motivations are is anyone's guess...

TERRITORY: Only the lockup area of the Police Station.

J.F. Sebastian

DESCRIPTION: Another genetic engineer, Sebastian designs and creates the nervous system and spine for the reps. With all of the problems these Tyrell engineers have been having, you should pump Sebastian for some information.

TERRITORY: Only in the Bradbury Building.

Tyrell Guard

DESCRIPTION: The security guard at the front desk of Tyrell Corp is just as weirded out about the Eisenduller murder as a guard at a desk could get. You know you wouldn't want to be the guy sitting there, waiting for a rep to come in, looking for his creator—and you're the one who has to say "Stop!" But on the other hand, knowing Tyrell, this guy's a rep and doesn't even know it. It's a crazy world we live in, thanks to old man Tyrell.

TERRITORY: Only at the Tyrell Corporation.

Yukon Desk Clerk

DESCRIPTION: He's definitely a "hotel clerk," which is the politically correct way of saying "jerk who runs this roach house dive." And, thankfully, your conversation need only be brief.

TERRITORY: Yukon Hotel, Chinatown.

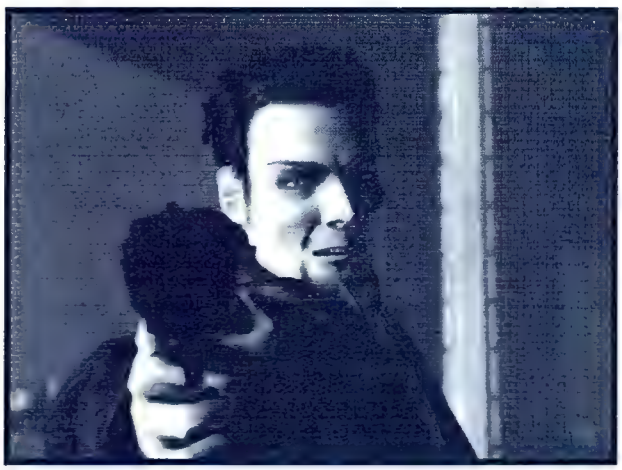
Tyrell

DESCRIPTION: If it weren't for Tyrell, you might be just another flat-foot playing peeping-tom with a camera for neurotic housewives. Tyrell is the most infamous capitalist in the land and creator of all Replicants. Although a veritable wealth-laden genius, he still has yet to design a way to manufacture compassion, and he of all people could use some. He calls the reps his "children." He also seems to float through reality under the delusion that the Replicants won't get a teeny bit pissed off about the whole slave thing. Replicants not develop emotions and feelings? Tyrell Corp's slogan is "More human than human." How could they not develop feelings, especially the mother of all emotions, self-preservation?

TERRITORY: Only at the Tyrell Corporation. (You can only talk to him during Act 2.)

Replicants

Clovis



DESCRIPTION: Nexus 6...great. Just what a rookie needs. Crystal can't help rubbing that in too. Clovis seems to be the leader of his rep pack. He's cold and calculating, and won't let anything stand between him and what he wants. Come to think of it, like father, like son. Anyway, it's tough to say what Clovis is trying to accomplish and who he's in league with. You just know whatever it is, you're not looking forward to stopping him.

TERRITORY: Clovis is always one step ahead of you. You won't meet him until you are close to solving the case.

Leon

DESCRIPTION: Leon isn't exactly on the quick side. He seems like your basic big and brutal bruiser, plus he's ticked that some Blade Runner just ransacked his room. Although he denies knowing anything about Reps—except that he isn't one—something tells you he ain't tellin' the truth!

TERRITORY: Yukon Hotel, Chinatown.

Zuben

DESCRIPTION: Zuben is the new chef at Howie Lee's. As soon as you meet this guy, something tells you that he's not all there.

TERRITORY: You first meet him at Howie Lee's, then the alley, and then the warehouse. Depending on your actions, he may also show up on the rooftop of your building.

攻略

Rachael

DESCRIPTION: She's a real beauty... flawless skin, perfect hair... almost like she just stepped out of Casablanca. She's not only pretty, she's pretty straight-forward. She will definitely tell you what she thinks. But the more you think about it, there's something just a *little* too perfect about her...

TERRITORY: The Tyrell Corporation.

Questionable

Gordo

Gordo's the so-called "comedian" in the red coat. You'll most likely run into him at Howie Lee's first, sitting at the bar.

Human: If he's human, in Act 3, he'll come out of the bar and say something like, "Do what you gotta do, McCoy."

Replicant: If he's a Replicant, you'll find a Brochure at Tyrell Corp. describing "an entertainment unit." On TV, you'll hear a broadcast about an entertainment unit who is not funny. Then, at he bar, he will run out into the street and try to shoot you down.

Izo

Izo is very shifty. He's the owner of the Green Pawn pawn shop, and he knows a lot more than he lets on.

Human: If he's human, you won't find the goggles in Izo's Lair. When you try appear on the street above, Crystal will arrest Izo.

Replicant: If he's a replicant, you will find the goggles in Izo's Lair. When you appear on the street above, Crystal will shoot him down.

Dektora

Dektora is a long-legged blond who earns her keep as a dancer at Early Q's. She's quite mysterious; keep an eye out for her as you travel through Animoid Row.

Human: The only way to determine if she is rep or human is to "VK" her. You know she's human if, after giving her the "VK," she runs out of the room.

Replicant: You know she's a replicant if after you "VK" her, she pulls a gun on you and calls the police.

Luther/Lance

These amusing pair of Siamese twins couldn't be more different from one another, although they're "stuck" with each other for life. They're quite disgruntled about getting fired from Tyrell's Genetic Research lab.

Human: Clovis hands this pair a fake picture of themselves which supposedly indicates their incept date. If they look up at each other with a horrified look, they're human.

Replicant: If they don't receive the picture, you know they're reps.

Lucy Devlin

Lucy is the 14-year-old pink-haired girl who worked at Runciter's. She seems so innocent, as if she's caught up in something from which she needs to be saved.

Human: You can find her in the arcade. If she's human, she runs out the door and out of the arcade. If you give her a VK test, you find that she's the most difficult character to determine.

Replicant: If she's a Replicant, you can talk to her in the arcade and she'll run north into the Hall of Mirrors. You'll also know she's a rep if you find a brochure describing the "Lolita" entertainment model.

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欠陥

Sadik

Sadik is a total, all-around badass. He's the guy with dreadlocks and an attitude. He's also into playing with explosives—not what you would call a typical hobby.

Human: After Sadik attacks McCoy on the Bradbury rooftop, if McCoy has in his clue database the clue "Staggered by punches," Sadik is human. Also, when exploring the Marcus crime scene at Tyrell, you are told whether the person who set the bomb was an expert or an amateur. Human Sadik is an amateur.

Replicant: If you don't have the clue in your list, he's a rep. If the bomb setter is described as a professional, Sadik is a Replicant with Off World bomb expertise.

Game

Basics

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Game Basics

Choices

Throughout the game, you are presented with many different choices. The choices you make set you heading down a path toward a new goal. There are several ways to play through the game.

Replicant Sympathizer

Any time you are faced with a choice to Voigt-Kampff a person, you will decline to keep their identity secret. You won't shoot anyone, but will instead choose to warn them about your colleagues who are coming after them. You may even find *you* are a Replicant yourself. When following the Replicant sympathizer path, you will most likely end up with Endings 1, 2, 3, or 4. (Refer to Game Endings chapter in this book for more details.)

感情移入

Normal

You take each choice, one at a time, picking and choosing whether you want to attack a Replicant or retire it. You could end up with any of the endings, depending on whether you spare certain characters, VK them, or leave them alone.

Blade Runner

It's a job and it's got to be done. You'll do anything to protect the citizens and solve these murders before someone else gets hurt. You'll VK anyone you suspect and you'll retire anyone that you find is, in fact, a Replicant. Replicants will hate you and attempt to take you out before you get to them first. Choosing the Blade Runner path will get you Endings 6 or 7.

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Player Mode

Depending on which player mode you select, McCoy may react differently in various situations. How he reacts in these situations changes the outcome of your game.

Polite

In Polite Mode, McCoy never Voigt-Kampff tests anyone. He warns the Replicants about his deadly Bladerunning associate, Crystal Steele, and the Reps get the chance to save their lives... and in the process, maybe even sparing yours. Polite McCoy is polite to *everyone*.

Normal (Default)

Normal Mode is not too unlike Polite, but Voigt-Kampff testing becomes necessary on occasion. No one (with the exception of Bullet Bob) likes to be tested, which results in anger towards you or negative reactions for a while.

Surly

In Surly Mode, McCoy pushes the envelope and Voigt-Kampffs *everyone* he suspects. No one but Crystal likes "Surly" McCoy, and that's because he's a true Blade Runner. He hunts down Replicants and asks "follow-up" questions that only get asked when in Surly Mode. McCoy is "surly" to *everyone*.

Erratic

In Erratic Mode, you never know what McCoy is going to do—his actions are chosen randomly.

User's Choice

In User's Choice, you receive a selection of things to say and are given the opportunity to VK test someone.

NOTE: It is recommended that you use this mode when following the walkthrough in this book.

Difficulty Level

The most basic difference between the levels of difficulty in the game is your gun's effectiveness and combat difficulty. Otherwise, you'll see the following unique differences.

Easy

In Easy Mode, you have unlimited chinyen and ammo. This means that once you get the armor-piercing bullets, you can attempt to retire a Replicant without fear of running out of ammo.

Medium (Default) and Hard Mode

In the more difficult modes, you have limited chinyen. Also, your heavy artillery is limited and you are only unlimited with your "Spitballs," or basic bullets.

起亜

The Kia

(Knowledge Integration Assistant)

This police-issue handheld computer is called the Knowledge Integration Assistant because it collects facts, organizes them, and deduces connections between them.

The first three buttons access the Crime Scene, Suspect and Clue panels. If you would like to narrow your clues down into smaller lists by subject matter, simply select the dot to the left of your subject to turn it on or off. For example, if you would like to see the objects that only relate to the Runciter Crime Scene, deselect the other subjects until only the Runciter Crime Scene is selected.

The Mainframe

Found on the second story of the Police Station, this handy computer is where all police units and Blade Runners upload and download the latest info on their cases. It's a good idea to come here often and download information that others have discovered. You may find that seemingly separate cases and events will begin to come together.

The ESPER

The ESPER is a photograph analyzer that enables you to zoom in and pan around a three-dimensional picture to look for clues. When you get a photograph, it is stored in your KIA for later analysis. There is an ESPER machine at Police HQ in the Mainframe room and there's one in McCoy's apartment.
To use the ESPER, select the enhanceable image onscreen by clicking on it.
With the mouse cursor, click and drag a "box" around the object you would like to zoom in on. When you find something useful, McCoy says, "Give me a hardcopy on that."

To zoom out, click the **right** mouse button.

To quit out of the image, click the **left** button marked X.

Voigt-Kampff Test

To begin this process, you must calibrate the Voigt-Kampff machine three times. This may seem excessive, but you receive a much more accurate reading if you do.

Ask each set of questions twice, beginning with the low and working up to high.

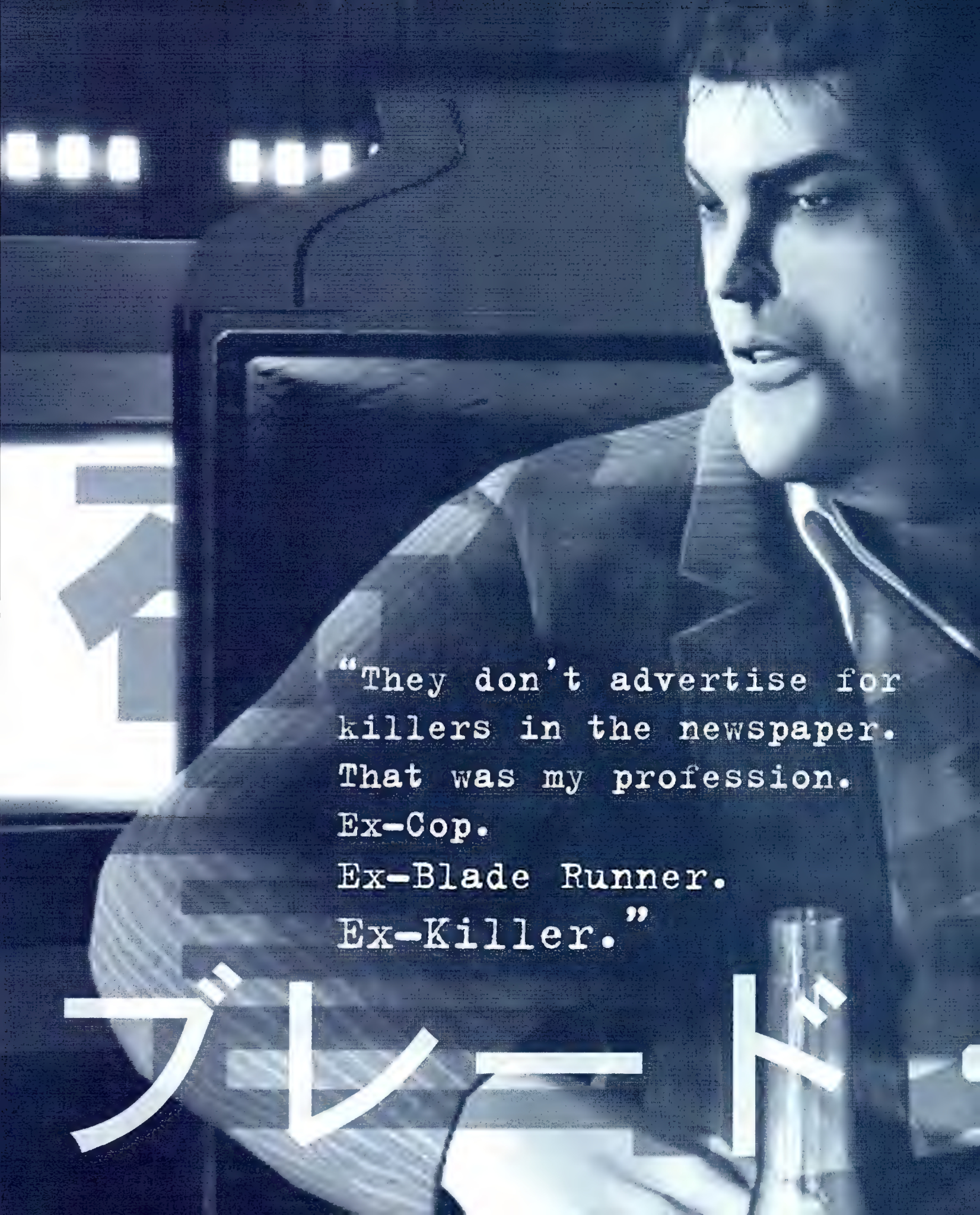
Watch the stress meter to the left of the eye. If the counter falls to the right and your subject begins to get stressed, ask a few low-level questions to calm them down. When the meter is set back to the left, ask a medium-level question and gradually work back up to the high level questions.

When the Voigt-Kampff test has determined the subject's status, it automatically shuts off and gives you the evaluation.

Combat Shooting Course

You can get some target practice in the Combat Shooting Course in the Police Station on Floor 2, past the Desk Sergeant and through the door on the right. This course was designed to test the speed, accuracy, and quick-thinking skills of the station's police force.

At the Shooting Course, draw your gun and wait for targets to appear in the various windows and in front of you; however, you must only shoot at the targets that carry blue guns. Amongst the targets are innocent, unarmed people and women carrying babies. If you're unsure as to whether or not the target is armed, aim at the target in question and wait for it to turn toward you. If you see even a hint of blue, fire! When you're ready to leave, look at the monitor in the hallway to check your score.


"They don't advertise for killers in the newspaper. That was my profession.
Ex-Cop.
Ex-Blade Runner.
Ex-Killer."
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THE ACTS
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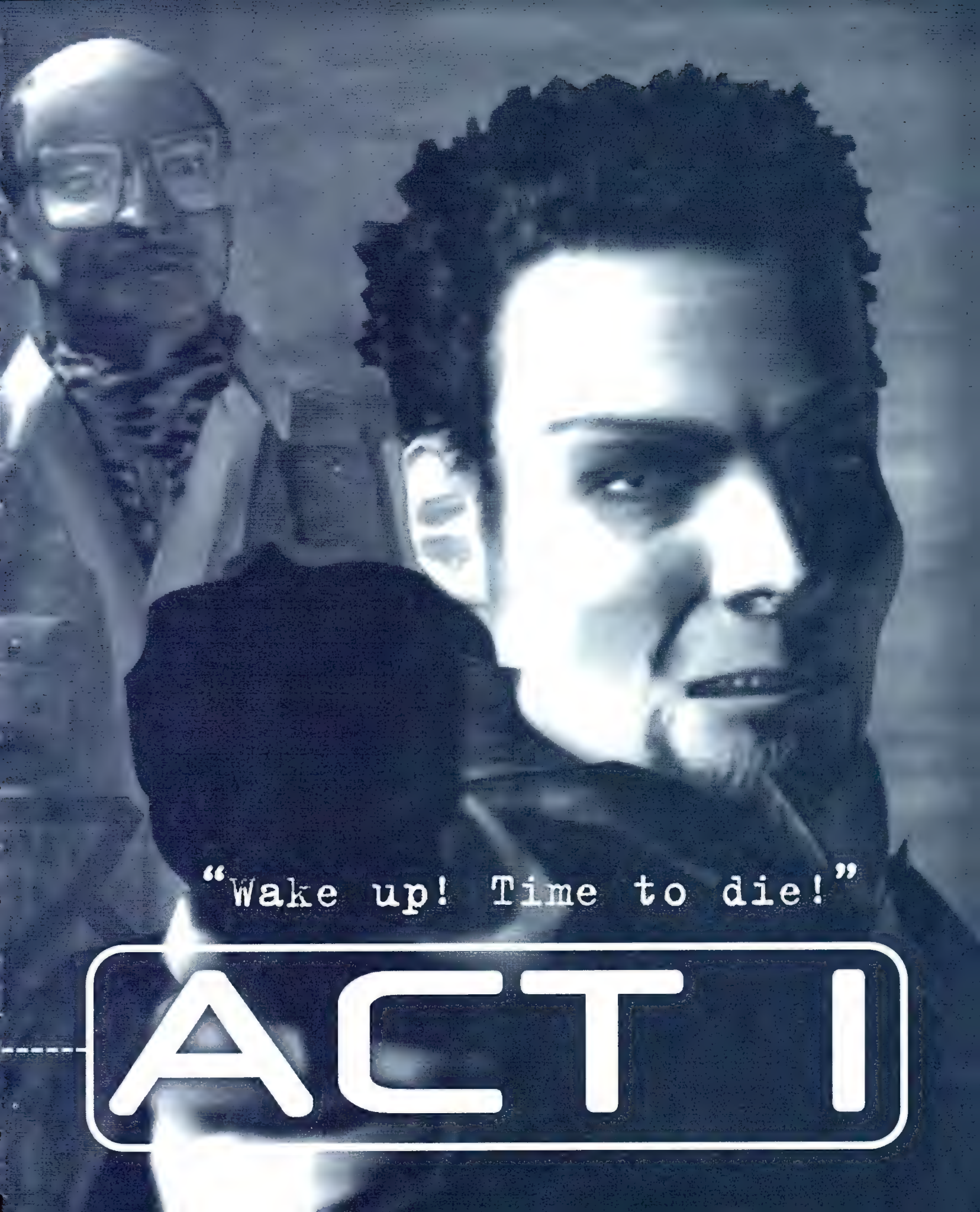

"Wake up! Time to die!"
ACT I

Act One

Outside Runciter's Crime Scene

This scene sure is grim. The Officer standing guard in front of the building had the scene pretty much scoped out for me. I ***talked to the Officer*** *to find out as much as I could. He began by giving me a fairly grim preview of the scene within Runciter's: 30 counts of animal murder and one count of aggravated assault. The place had been thrashed. He also mentioned two sets of footprints.*

THINGS TO CHECK OUT

Door

The Officer checked the door for evidence of a crowbar, but nothing came up but fingerprints. ***Sounds like at least one of the pair was a Replicant.***

Hydrant

There were ***scratches*** *and* ***black paint flecks*** *left from someone's car.*

Crowd

I had the Officer canvas the area to see if anyone had seen anything. Never hurts to ask.

CLUES

Chrome

In the center of the barriers, on the asphalt.

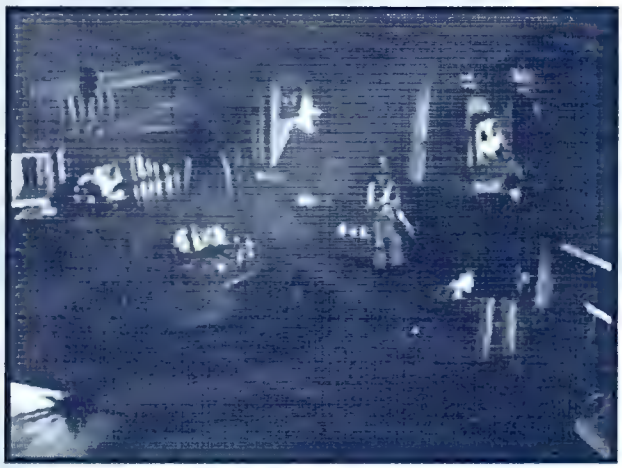
Looks like this piece of chrome might be from the perp's car.

Runciter's Crime Scene

*The crime scene was **through the door behind the Officer.** I had to prepare myself—I knew it wasn't gonna' be pretty.*

Upon checking the bloody footprints, it appears that the first perpetrator walked gracefully and his cohort was a larger man with a limp. Quite a pair.

I found a man wandering hopelessly and lamenting his lost animals. He didn't seem like he was gonna' be much help at the moment, but it wasn't the time to be reserved. I had to ***ask Runciter about everything*** *I could think of.*



Runciter told me that he was certain his assistant, Lucy Devlin, was "somehow involved in this heinous act." I had a hard time believing that this girl had acted alone, then Runciter practically blew up in my face as he stated "of course not, there were two large men acting in concert with her!" Obviously! But the description of the men being "big and scary" didn't exactly narrow down the possibilities. They killed all of the animals, but didn't steal anything. He's also adamant that they were both Replicants, but has no proof. This sounded funny, so I questioned him about doing business with Tyrell. I found myself feeling skeptical when he answered a little TOO emphatically. He also described Lucy to me: 14-years-old, very attractive, pink hair. After declaring her a tart, he told me about Lucy's ***Reference Letter*** *from Oglvies. Then he pointed out her desk.*

CLUES

Shellcasing

In the center of the room, in front of the first animal cage. There are three, all for the same clue.

It's big caliber, possibly Off-World combat weaponry.

Reference Letter

Runciter hands it to you at the end of all of your questions..

THINGS TO CHECK OUT

Runciter's Camera

I checked out the surveillance camera to see if it may've picked up a picture or two before the perpetrators smashed it. Runciter gave me the surveillance camera disc to investigate.

CLUES

Runciter Photos

Runciter gives you the photos when you select the surveillance camera.

Lucy's Desk

There were only a few useless looking items scattered around, but it was better than nothing.

CLUES

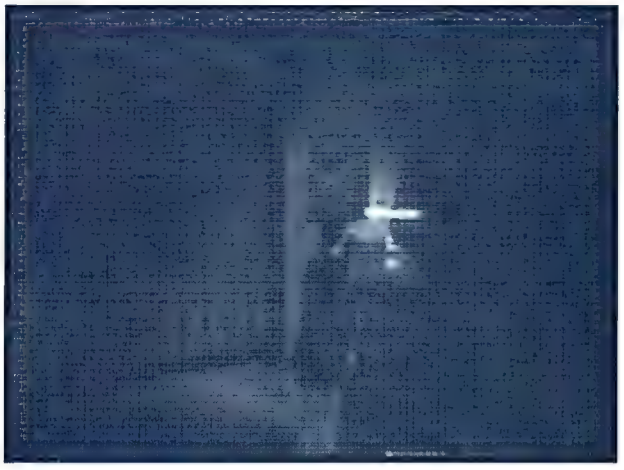
Toy Dog

In the corner to the left.

Chopstick Wrapper

On the floor, in front of Lucy's desk.

Here's a lead! Good 'ol Howie Lee's sushi bar in Chinatown. There's a good place to start looking for the elusive Lucy.



Candy

On top of the desk.

I had pretty much scoured the place, so I figured I should ***check back with the Officer to see what came out of the crowd interviews****. Apparently, not much. Some kid said he saw Runciter hanging around with a big, fat guy last week. Then someone else heard a crash and looked out in time to see a black sedan speeding away. None of this added up, so I figured I'd better* ***get this info into to the lab and then the Mainframe at the Police Station.***

Police Station

I took the elevator to Level 2 and walked into the Shed across the hall to ***check in with the Desk Sergeant****. Nothing much happened. He tried to talk me into trying to beat Crsytal's score in the Combat Course, then jawed a while about Guzza's less than hysterical funny side. I cringed and, trying to wipe the gruesome images from my mind,* ***headed to the third floor to talk to Dino, the crime lab technician****. He checked out the stuff I brought back and gave me the rundown on each item.*

CLUES

Shell Casings

The shell casings were from a rare high caliber military weapon, standard issue Off-World military hardware. That type of hardware is really difficult to get and NOT cheap.

Animal Corpses

There wasn't much left to work with, but the bone marrow showed that only 50 percent of the animals were real and the rest were fakes. The fakes were really high quality, like expensive corporation types. Also, although most of the animals were shot, some were cut up with a knife of some type... real ragged, like the Rep with the knife was really pissed about something.

Paint Transfer

The paint on the fire hydrant was from a ground car. The way it hit the hydrant, there's no chance a spinner could have done it. Add that to the witness' account of a sedan and we've got a Rep driving a black sedan.

Chrome

The chrome I found in the street is from a 1995 Pontiac. Bingo!

*I **walked** **back out to the hallway** and saw an ashtray sitting at the end of the hall. **Looking in the ashtray**, I saw the familiar cigarette butt of a Lucky Strikes, Crystal's brand of smokes. She'd been spending a lot of time on the shooting range lately.*

*I **entered** **the** old familiar **door on the right and stepped** **up to the ESPER** to check out those Runciter surveillance shots.*

Runciter Photos

View 1

*At first, I didn't see anything unusual. But then I saw a little bit of something sticking out just behind the right side of the Snow Tiger's cage. There's Lucy. I got a close-up shot of Lucy's head, then zoomed in on her left foot and ankle to see what was there. Hmm, just a piece of jewelry in the shape of a **Dragonfly**. Looks familiar.*

*There was a paper on the desk. I zoomed in close to discover that it was a **Sushi Menu** from Howie Lee's. Gee... two for two. I guess I should go to Howie Lee's.*

View 2

*Check out the ugly mug on the **guy** in this picture! I also got a close look at those **muddy boots** and his **car**. The muddy boots suggested that they were from out of town. Finally, I zoomed in on and got a hard copy of the **license plate**. The plate's local. That meant that either the car was stolen or the plates were switched.*

CLUES

Lucy

Headshot of Lucy Devlin.

Dragonfly Anklet

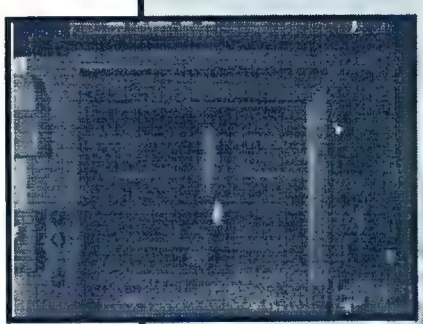
Picture of Lucy's Dragonfly Anklet.

Sushi Menu

Shot of a Howie Lee's menu on Lucy's desk in Runciter's.

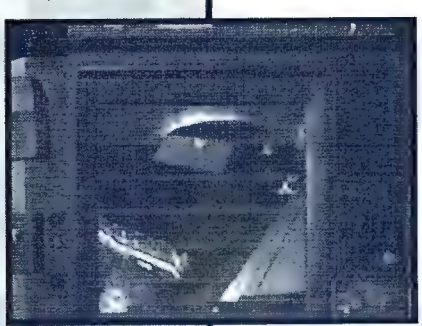
Animal Murder Suspect

Headshot of a man suspected of committing the animal murders.

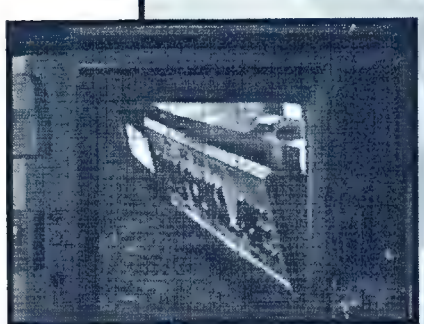


Military Boots

The muddy military boots suggest that the suspect is from out of town.



Car Color and Make



Picture of the vehicle used in the animal murders.

Partial License Number

A shot of part of the suspect's license number.

*Finally, I **accessed the Mainframe** to share my findings with my fellow Blade Runners, uploading my clues and downloading theirs. There were a few new items on Crystal's beat. Interesting stuff on some factory bombing, but nothing seemed to pertain to my case. I did make note that Replicant Sympathizers probably weren't in on the bombing because they were too close to the scene.*

CLUES

Crime Scene Notes

Crystal Steele's notes regarding a factory bombing are downloaded from the Mainframe.

*I'd begun to think of Lucy as the connection between all of these events, although I still had no idea how. Howie Lee's in Chinatown was my only lead so far; so I was **headed to** my Spinner with my sights on **Chinatown**.*

Chinatown

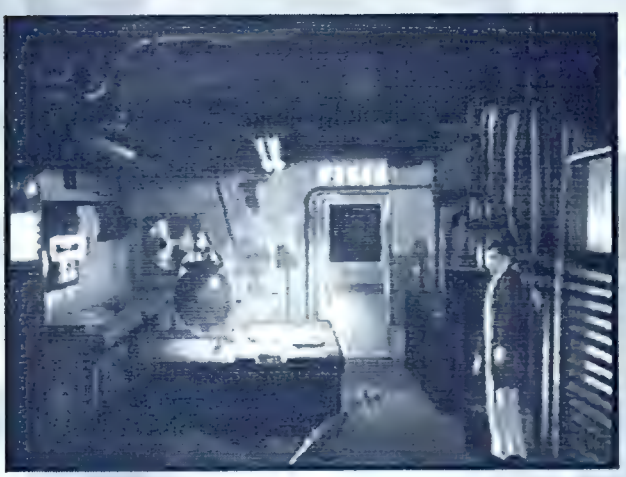
*Howie Lee's is a regular haunt for the inhabitants of Chinatown, as well as the local law enforcement. I thought I'd start by **asking Howie about the chopstick wrapper** I found at Lucy's desk. He told me the chopsticks could be from his place; he buys them from Yoshi Restaurant Supply. That wasn't going anywhere, so I **asked him about his new chef, Zuben**. Howie told me he'd only been there a month, but that he was a superior sooch chef. Zuben seems to have headed into the Spanish Kitchen in the back to whip up a new batch of sooch.*

CLUES

Howie Lee Interview

Howie talks about his new employee, Zuben.

I figured I should maybe ask Zuben about Lucy, but then I noticed this guy in a red jacket at the counter who might have been a regular. I ***talked to the man in the red jacket*** *and asked him if I could ask a few questions, but he declined due to "lack of time." Funny that he kept sitting there. I tried a different approach. "Want to make some money?" That got his attention. But when I told him the info had to be worth something, he suddenly got the urge to leave. That was weird...*



That left me with the option of talking to Zuben, so I ***walked*** *around the joint* ***to the left****. It lead straight into the back, where I found him brewing up a batch of green stuff, probably sooch. He told me to get out, that the air was bad, but I assured him I just had a couple of questions. I* ***asked*** ***Zuben*** *if he knew anything* ***about*** *a 14-year-old named* ***Lucy****.*

At first, he denied knowing Lucy. But then he decided he didn't like the question. The next thing I knew, there was a giant cauldron of steaming green sooch being dumped toward me! I had to ***jump and roll out of the way to the right*** *as fast as I could to avoid being scalded! And before I could say "Replicant," Zuben was out the back door.*

CLUES

Zuben Interview

Zuben denies knowing Lucy.

*I got up and **chased Zuben down the alley**. I knew if I didn't hustle, I'd lose him for good. I **passed a bum going through the trash**, but didn't exactly have the time to chat.*

CHOICES

Talk to the Bum

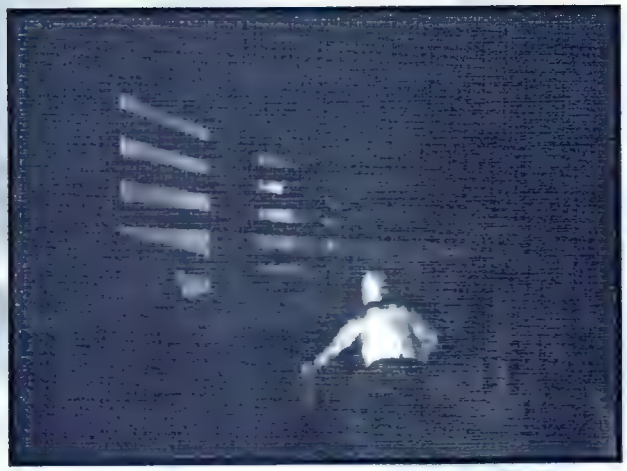
If you talk to the bum, you'll probably lose Zuben. If you do that, he'll show up later on your roof to kill you.

Shoot the Bum

You can shoot him and dump his body in the dumpster, but that will cut Act 3 short and get you nowhere.

Ignore the Bum for Now

I had to keep going through the door and up the stairs after Zuben.

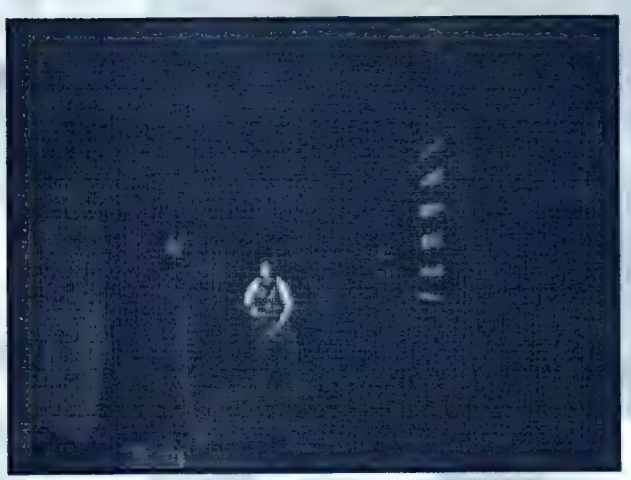


*I **walked** slowly **toward the door in the hall, gun drawn.***

Zuben drops down from the ceiling behind you!

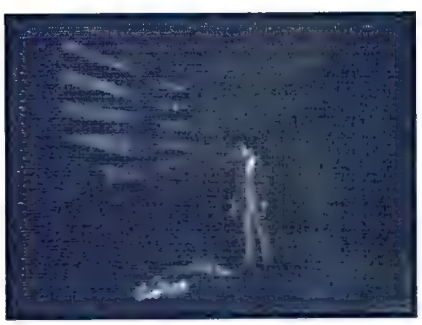
CHOICE

Playing as a Blade Runner



*Knowing that Zuben was a Replicant, I didn't even have to think twice about it. I **fired** what seemed like 10 spitballs **into his chest until** he fell to the ground, **retired** at last. Hey, he'd just tried to off me with that damned sooch, what else could I do? I **searched his body** and **picked up a photo.** Looked like I retired a Replicant war hero. He fought in the Lightning Squad in the Battle of the Gemini, someone who had fought for the freedom of the Off-World colony. I knew that later on, before going to my apartment, I'd have to report to Guzza and tell him about the retirement. But jeez, I couldn't help but feel sorry for Zuben. What a life.*

CLUES



Zuben Photo

Photo of Zuben as part of rep unit in the Battle of the Gemini.

Playing as a Sympathizer

If you choose to spare Zuben or he gets away, you'll face him again on your apartment's roof. When he appears, you must shoot to save your life!

I put my gun away and talked to Zuben. Luckily, he didn't try to kill me.

*I **walked down the stairs** again, not quite knowing how to feel. Hey, who's that? It was that weirdo in the red jacket again. He was coming through the door in the southeast and I had drawn my gun by reflex. He told me he'd taken a wrong turn, so I withdrew the gun and let him leave.*

*What was that **out the door to the left**, a Spinner? Uh-oh... it was Gaff. Rather than follow my fleeting notion to walk away quietly and avoid him, I knew I had to **talk to Gaff**. Although he always had some new interesting piece of news, it almost always had to be accompanied by a searing remark. This time, he told me about a new incident concerning the Moonbus Massacre and a bunch of Reps in the Off-World colony. Bryant thinks the Moonbus crashed out in the Kipple, a really bad neighborhood to say the least. More like a living junkyard. The Rep's were all Nexus 6's. All of this sounded weird, but it might pertain to Zuben. Gaff finished the conversation by reminding me that if I were to ever retire a human by mistake, my career would be over. Such a pleasant fellow, that Gaff.*

CLUES

Gaff Interview

Gaff's info on the Moonbus Massacre incident.

I took the opportunity to return to the alley where the bum was digging through the dumpster, but he'd already disappeared.

THINGS TO CHECK OUT

Dumpster

*I didn't know if I'd find anything, but you never know. I decided to **check in the dumpster** to see if maybe Zuben had tossed any evidence in on his way through. This time, digging through dumpsters finally paid off. I found the **license plate** from the Runciter crime's getaway car, the 1995 Pontiac.*

CLUES

Search

Search the dumpster to find a **License Plate.**

*It was getting late and I was wiped out. I had to **get back to the 'ol homestead**—what a long night.*

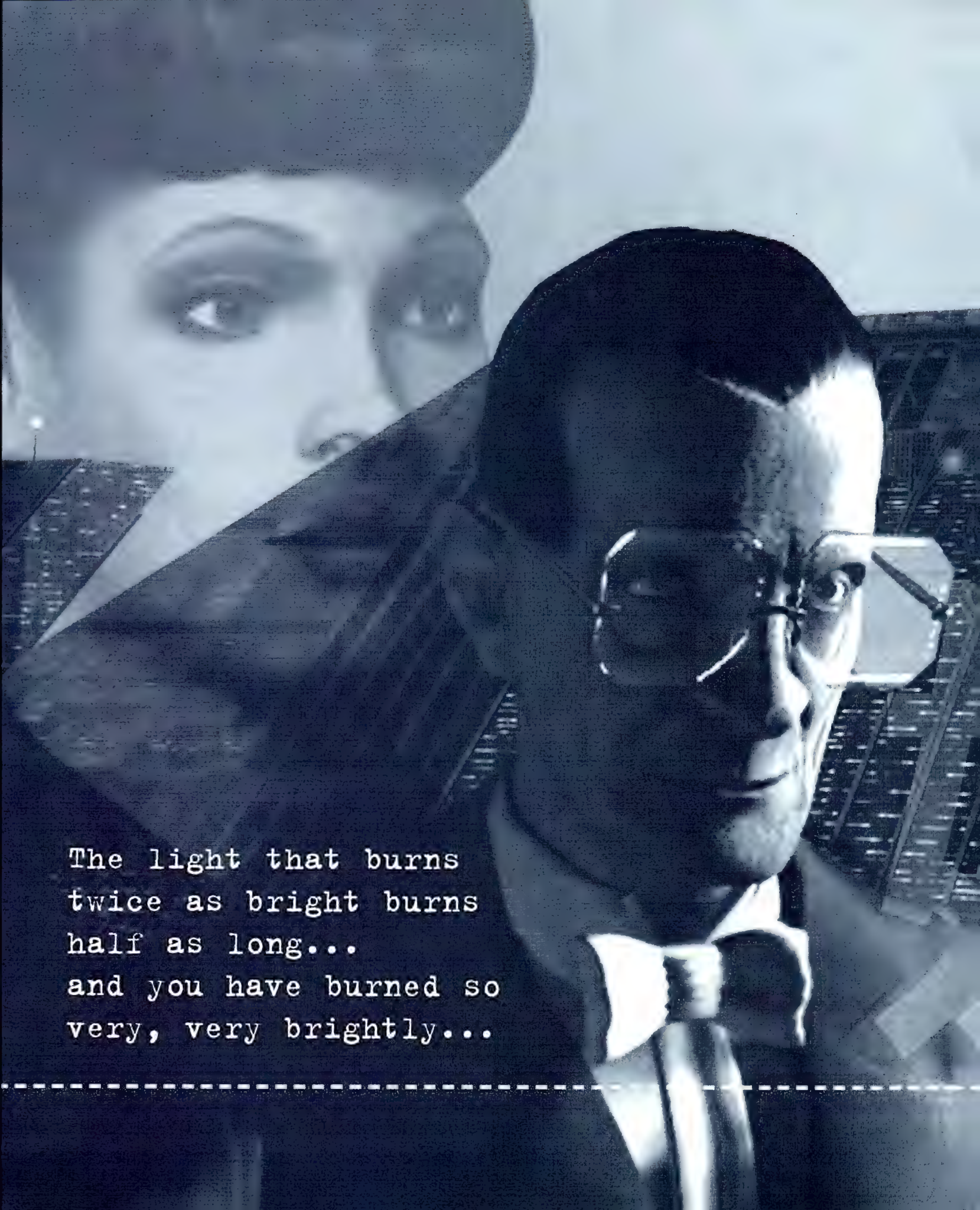
McCoy's Apartment

Remember, if you didn't retire Zuben, he's here waiting to kill you. And/or if you didn't speak with Gaff, he's here to tell you about the Moonbus.

I couldn't have been any happier to ***push the "McCoy 88f" button of the elevator*** *which would take me to my happy and humble abode.*

Maggie! There's always a treat on the desk by the door just for faithful pals like that loveable, brown guard dog. The bedroom sounds awfully nice right about now. I ***checked out*** *the view from* ***the balcony to relax*** *for a bit, then walked back into the bedroom.*

There was ***a message on the answering machine****. Too bad I was so tired or the threatening overtones might've bothered me for a minute. Maybe there's something good on TV? Ah well, the bed looks too irresistible at this point.* ***Say goodnight****, Maggie...*


The light that burns
twice as bright burns
half as long...
and you have burned so
very, very brightly...

ACT 2

Act Two

Guzza's Vidphone call wasn't the best way to start the day. Apparently some guy in the Tyrell building just got whacked. Sounded pretty gruesome. Even more strange, the whole thing was caught on film and there was only one perpetrator. The fun never stops in the retirement business. I guessed I had to ***get*** *my butt over* ***to the Tyrell building****.*

Tyrell Corp.

The security guard at the front desk had obviously been waiting for me. He told me where to go and a little about the crime scene, but then he handed me something really helpful: ***the Tyrell Security Camera Footage****. I asked how the guy managed to get past Tyrell security, and he replied that the doctor always ordered out, so he didn't think twice about letting a delivery guy through.*

CLUES

Tyrell Security Camera Footage

The security guard at the front desk of the Tyrell Corp. gives you the disc.

*So I **headed through the elevator door toward the "Grav Test"** control room. Already in the antechamber, I spotted and **picked up several interesting items on the floor**. I noticed something suspicious about the left end of the control panel; someone had been trying to download Eisenduller's files. I **headed into the Grav Test lab**.*

CLUES

Earring

The earring looked familiar, like the junk they sell at the stands on Animoid Row.

Brochure

This item may or may not be here. If it is, it will be one of two possible brochures. It may describe an "Entertainment Unit," a comedian Replicant meant for livening up parties, etc. Or, it may describe a "Lolita" model.

*Only one word came to mind when I saw what I saw in this room. I'd seen worse, but not by much. The Photographer was already on the scene taking shots. I decided to **search for clues** and quickly found that I wouldn't be disappointed*

CLUES

Kingston Kitchen Take Out Box

It's directly in front of the door.

So this is the food the perp brought in under the guise of delivery boy. I gotta get to this Kingston Kitchen place and see if anyone there can give me a lead on the murderer.

Dog Collar

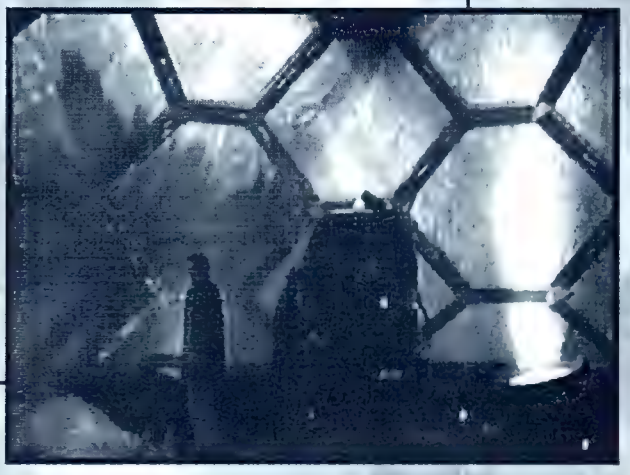
It's Directly in front of the door.

Over the past 24 hours, I'd seen more than my fair share of animal slayings, especially dogs. I thought about Maggie and nearly threw up. The dog collar belonged to a dog named... looks like "Rikki."

THINGS TO CHECK OUT

Body

It was obvious this guy had been blown up, but the detonator wire in his skull sort of cinched it for me. What I didn't understand is why the killer didn't just shoot him.



CLUES

Detonator Wire

Check Marcus' body.

I ***asked*** ***the photographer*** *about the earring I'd found, but he suggested that it might belong to that other cop who'd already been there, the babe with the shades and the cigarettes. Damn she's fast.*

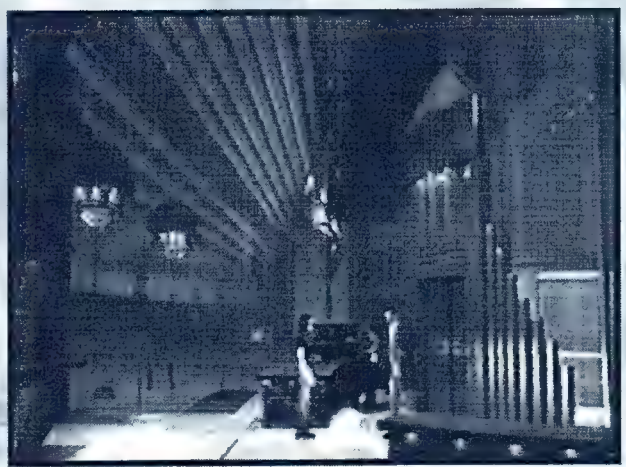
I walked back through the door with a hunch, ***heading*** ***back to the left side of the control panel****. Got it... Eisenduller had used his dog's name as a password. I downloaded the files on Eisenduller's database and* ***stepped*** ***back out into the lobby****.*

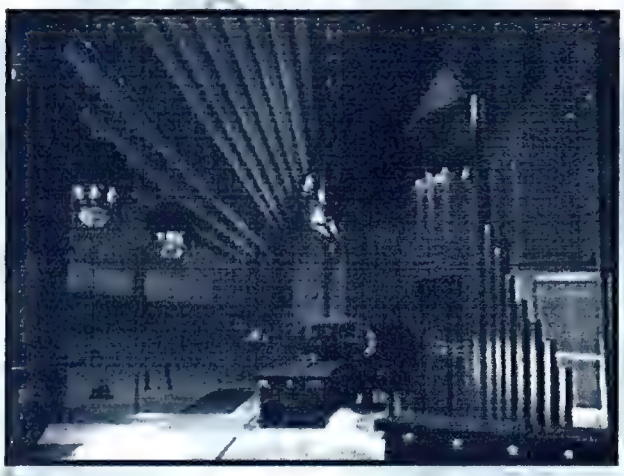
CLUES

DNA Disc

Check the left side of the Control Panel after getting the dog collar.

Crystal was waiting for me. My first inclination was that Guzza was sending her to check up on me, but it turned out that her case was overlapping with mine. Then she asked if I had heard about the Moonbus Massacre, which Gaff had mentioned earlier. I think she was on to something. Before I could go, I still had a few ***questions*** *for* ***the Security Guard****.*





I asked the guard at the front desk if he knew Eisenduller pretty well, and he told me that Eisenduller hardly ever left the lab because of his fear of germs and pollution. He was also the Chief Engineer of Gravity testing Replicants, and had been conducting experiments to see how Replicants would perform in different gravitational fields. He knew that the earring didn't belong to any of the employees, due to the dress code. Getting in to see Tyrell personally was next to impossible, and Tyrell's computer files had better security than his employees. Hmmm... time to ***get back to the Station*** *and check in with the Mainframe.*

Police Station

I moved straight to the second floor and to the Esper unit. I had to get a look at the Killer from the Tyrell Grav Test lab.

Grav Test Lab Photos

I ***zoomed in on the head of the subject****. A big guy with dreadlocks. There looked to be* ***something in his left hand****, next to his back pocket. I closed in on the object. A bomb! Then I saw* ***the chihuahua*** *standing not too far behind him, and there was the name Rikki on its collar. I zoomed in on the crate next to the Rastafarian with the gun and saw the* ***Kingston Kitchens Take Out Box*** *again.*

Time to upload this stuff to the Mainframe. I checked my Kia for new clues and saw that Crystal got a few interviews with this guy named Spencer Grigorian. It was clear Grigorian was human because Crystal Voigt-Kampff'ed him already. I wondered if he wasn't somehow connected to the Moonbus Massacre. I decided to ***take a trip to the basement and visit Grigorian*** *in Lockup.*

CLUES

Eisenduller's Killer

Zoom in on the Rastafarian's head.

Bomb

Zoom in on the killer's left hand, next to his back pocket.

Dog Collar

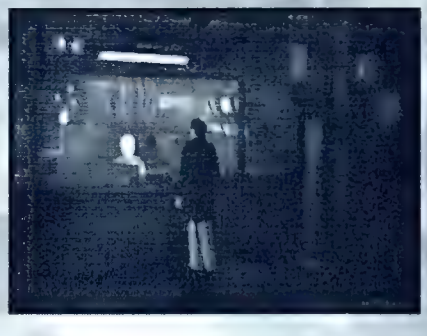
Zoom in on the chihuahua behind the killer

Kingston Kitchens Take Out Box

Zoom in on the blue crate.

It was hard to say what Grigorian was up to. He stuck with his story that he was the leader of a Replicant sympathizer group known as CARS, Citizens Against Replicant Slavery. He also described a character named Izo who was there with him when the Tyrell building blew up. There wasn't much more I could get out of him—he was neurotic about having his lawyer present. I could've Voigt-Kampff'ed him, but Crystal had already done that, so it would've been an exercise in futility. Might've been fun, but useless nonetheless. Ah well, I had better things to do anyway.

*I **returned to the second floor to visit the Desk Sergeant** in the Shed. There was a huge **crate** on the floor. He told me it was a new order of rifles. I asked him if I could take a look at the **weapon shipment list**, which he reluctantly turned over.*



CLUES

Weapon Shipment List

Ask the Desk Sergeant for it.

*

If you don't find the weapons shipment list here now, you'll find it on Guzza's desk later.

While I was at the station, I figured I should ***get down to the ground floor and try Guzza for a pass into Tyrell Corp****. to see the big man himself. I actually found him in the office, and he told me he'd pull a few strings. Good, I'd love to get Tyrell to answer a few questions. I didn't waste any time getting back* ***up to the roof and into the spinner. Tyrell Corp****, here I come.*

Tyrell Corp.

The view from the top of the Tyrell building was amazing, and the view of Tyrell's assistant wasn't half bad either. Rachael was her name. She made it clear that I was to speak with her because Tyrell was too busy, and had already met with another Blade Runner that day. Just my luck.

I asked ***Rachael if she knew anything about Eisenduller****. She told me she couldn't tell me who killed him, if that's what I meant. Being more specific, I asked Rachael if she knew why the killer would be interested in Replicant DNA information. Her reply was rather biting. "That's a stupid question. Your suspect is obviously a Replicant. A very dangerous one." She had a point.*

Then I heard a new voice from behind. "As I explained to Mr. Deckard earlier, I've given the Nexus 6 a past." Tyrell. He must have decided to make an exception to the "no more meeting with Blade Runners today" rule. Rachael took the chance to make a smooth exit while Tyrell bantered about the Nexus 6, his newest breakthrough in artificial technology. His explanation supported the fact that the Nexus 6's desired an identity. But I think I threw him a curveball when I offered a little insight into why a Replicant with an identity would want to steal Eisenduller's files. "They want more life," I said.

"They're wasting their time," he replied coolly.

"They're gonna' come for you," I responded, "just like they came for Eisenduller."

"I have nothing to fear from any of my children. I tell them all exactly what I told you." Tyrell seemed confident in his perfect world, where all Replicants were part of an innocent flock that he shepherded. I wonder if he realized his flock is why I have a job today.

He pretty much left me feeling like I'd had a relevant conversation, yet I left knowing no more than when I came in. Except maybe that Tyrell may have a hard lesson coming, and it'll be sooner than later.

It was time to find out a little more about that dragonfly jewelry, so I ***returned to the spinner*** *and took off* ***for Animoid Row.***

Animoid Row

I had to ***wait a few moments at the corner of the bar for the Fish Lady to come to the counter****. I asked her if she knew anyone who knew about insects, but I ended up getting a big sales pitch for buying a pet fish. Telling her I had a dog at home didn't deter her, because apparently fish are just as good as dogs. Yeah. Anyway, she finally directed me to the booth with the big green sign at the end of Animoid Row.*

I couldn't help but notice ***the snake dealer to the right of the dragonfly booth****. His name was Hasan, and frankly, he didn't seem too far off from his own merchandise. I asked him if he knew anything about insects, and we chatted for a bit about how his artificial snakes*

ate artificial insects. But he did suggest that I visit the Peruvian woman next door. I thought of one more thing to ask, but then he lost patience with me. Hasan told me I shouldn't be harassing him, but should be out arresting criminals like Bob. Bob? Yes, Bob of the ammo shop up the street. Maybe I'd check Bob out later, but right now I had to talk to the Peruvian Lady.

I pulled out the earring and showed it to the woman behind the counter of the booth with the neon dragonfly sign. "Ahhh... the dragon," she murmured.

"Dragon?" I said, leaning in.

"Si," she nodded. She explained that she made dragonfly jewelry very rarely, and that it was most likely part of a large collection. To have a collection, you had to have a lot of money. She suggested I try hawking it at Hawker's Circle, but I just wanted to know where I could find the other pieces of the collection. She wanted to make me a deal. If she tried to find out where to buy dragonfly jewelry, I had to buy a piece of jewelry, maybe for a special lady friend. The only girl that I knew of would just want food and love. I told her the piece was for Maggie. I bought it and ***headed for the archway just to the south, into Hawker's Circle****.*

*

There may or may not be a box of Scorpions on the counter here.

Hawker's Circle

*I **followed** **the hall past** the Green Pawn and China Bar **to Kingston Kitchens** at the far end. Mama Isabella was cooking behind the counter. She seemed very nice, so I politely **asked** **if she wouldn't mind answering a few questions**. I began by showing her the picture of Eisenduller's killer. She said she'd never seen him before, so I asked about Eisenduller's ordering habits. She hadn't accepted any orders from him in a little over a month, because his tab was getting too high. I thought she might have trouble collecting, seeing as how Marcus was dead and all.*

I figured it was my duty to check out this supposedly evil Ammo Bob or whatever, so I walked to the right, into the street, and into his shop.

Bob had some pretty heavy artillery, right down to whatever the heck that thing was behind the velvet ropes that was tracking me. He knew I was a Blade Runner by the 45 blaster I was carrying. Bob was semi-concerned that he didn't know me, but I told him I was new. He replied that he was "kinda' friends with Davy Holden."

I asked him if he sold any Off-World stuff, like Ender rifles, but he said he hadn't seen anything like that in years. He did mention that if I was lookin', it would cost a bundle, whatever THAT meant. When I told him someone shot up Runciter's shop with one, he laughed and said Runciter probably had it comin'.

The big clue came when I asked him who might sell Ender rifles. Bob mentioned the guy who owned the pawn shop up the street, a fellow named Izo. This was the second time I was hearing about this guy, Izo. Bob thought he was an OK guy, but he didn't like Izo's politics. One thing came across perfectly clear—Bob didn't want reps on the planet.

When I asked Bob about the rumor that he'd been threatening other shop owners in the area, he grimaced and said, "Who's been tellin' ya' that crap? That lyin' Egyptian snake oil salesman?" I got the feeling those two just didn't like each other.

I asked him about purchasing some stronger ammo. ***Bob*** *obliged and* ***sold me some really heavy duty bullets*** *which would help me take down any unruly reps a helluva lot faster than the standard police-issue spitballs.*

I thought I'd give Bob the Voigt-Kampff, just in case his story was total bull. Not only did he want to take the test, he was EXCITED about taking it. Right off the bat, I figured this was a waste of time.

I had to go back and check a few times, but I finally did ***find Izo standing in front of the Green Pawn****.*

"Two minutes," he said. There was a note of danger in his voice. "That's how much time I give every stranger who wanders in here off the street."

Gee, I guess browsing was out. Izo, in his own unique and cryptic way, basically told me he would sell me anything for the right price. All of his merchandise was of value, and the best that anyone could get. Then he turned his back on me and walked back into his shop. What a swell guy.

Maybe the China Bar would have a good lead for me. Or at least a good shot of something. I got a drink and returned to the Green Pawn when Izo came back out.

"Lemmee tell you what I want, then maybe I'll impress YOU," I said.

He replied calmly, "All my paperwork is in order."

I asked him about the dragonfly jewelry and whether he could find something like it. It would take time and cost a lot, but he could do it.

I brought out the Shell Casing I found at Runciter's. "You got anything that's a match for these?" Izo was very adamant that he would not deal in anything Off World, following with a gruesome explanatory story of a friend I won't soon forget.

Now that he had been lulled him into a false sense of security, I hit him with the hard stuff. Had he ever heard of a groups known as the CARS, Citizens Against replicant Slavery? As I expected, his answer was "no". Funny, their leader, Grigorian I believe it was, had told me Izo was at the Tyrell building with him when it blew up.

Now Izo was getting fidgety. I pressed on. "Grigorian even mentioned that you were there with him the day of the Tyrell bombing!" Izo began to circumvent the answer, neither admitting or denying anything. He did try to change the subject, and rather smoothly, I might add. He told me he was just a humble salesman, and tried to interest me in the camera he was holding?

"I've seen plenty of photographs in my time," I replied, trying to get back to the subject.

"Have you ever seen...this?" The next thing I saw was a white flash. By the time my eyes could see color again, Izo was gone. He left the ***camera*** *sitting there, so I* ***pick****ed* ***it up*** *and proceeded through his shop after him.*

CLUES

Izo's Camera

He leaves it in front of you after taking your picture.

The door leading to the stairs was locked. I had to ***shoot the lock off the door*** *to get through, then I* ***head****ed* ***down the stairs****.*

I'd found Izo's Lair and wasn't too surprised to find every type of Off World weapon down in this room. It was just Bullet Bob heaven in here. Izo wasn't just some small time fence, he was a big time arms dealer! He sold arms that reps would be lookin' for in order to survive in the big city.

CLUES

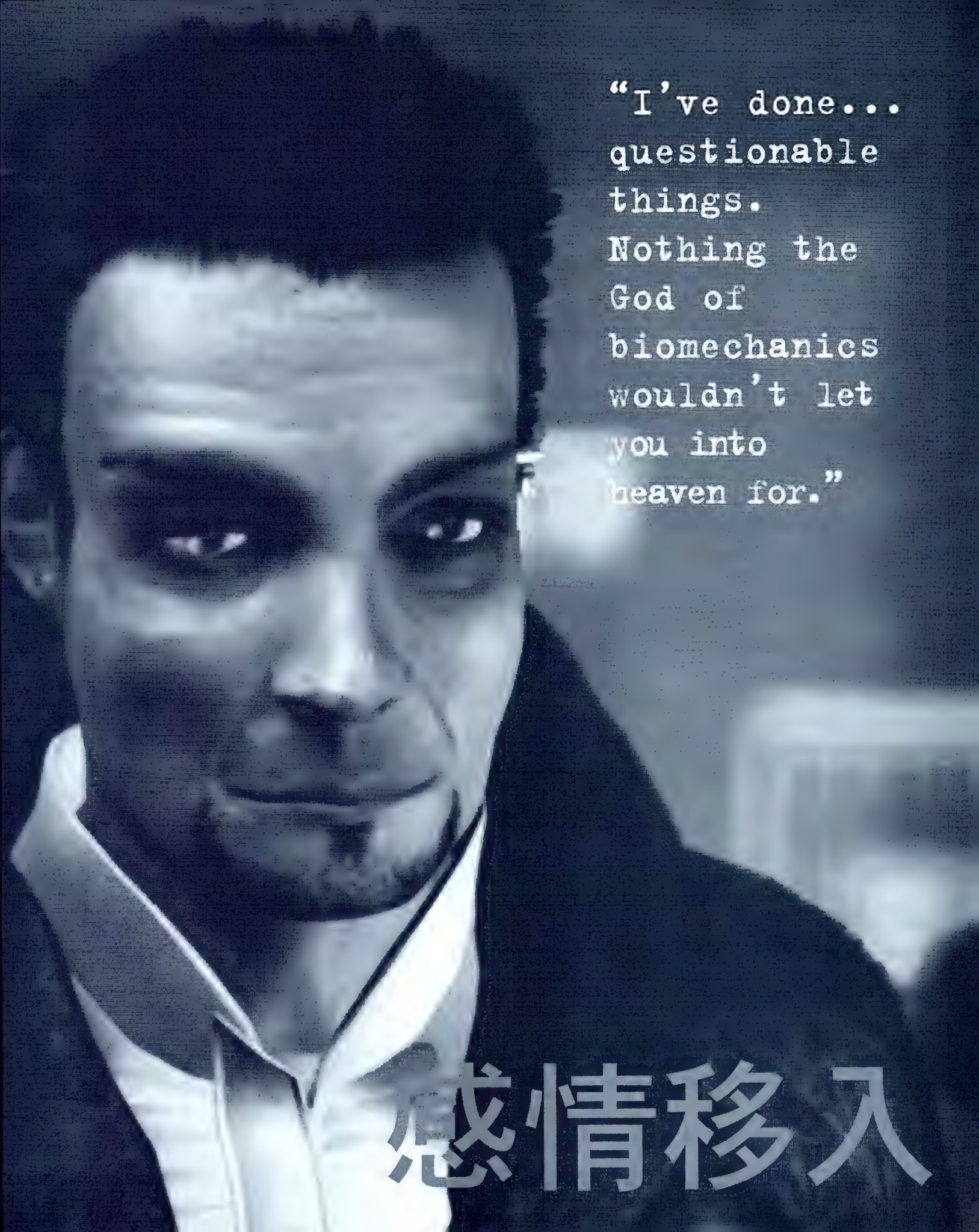
Goggles

This clue may or may not be here. If it is, you'll find it in the middle of the floor, in the shadows. It means Izo is a replicant.

*I **walked** to the **door to the right**. It looked to lead into the sewers.*

*I ran **straight back through the arch** and **reached a dead end**. The sewage had this eerie phosphorescent glow to it, it was almost pretty. But there was no time to stand around, I had to catch Izo. I ran **back through Izo's Lair and went up the ladder to the pawn shop and out toward the China Bar and Kingston Kitchens**.*

If you try to return to your spinner by way of Animoid Row, you will be killed.


"I've done... questionable things. Nothing the God of biomechanics wouldn't let you into heaven for."
感情移入

Two Possibilities

At this point there are two possible developments—either Izo is human, or Izo is a Replicant.

Izo Is Human

You didn't find Goggles in Izo's Lair.

I just caught sight of Izo in front of Bullet Bob's. He seemed to be waiting for someone... I had a feeling it was me. I stepped out and told him to freeze, but he started to bolt. That's when Crystal stepped in his way, blaster drawn. Izo gave in, resolved that he was getting locked up.

Apparently she'd been tracking Izo for a week. He was a material witness in her case. He seemed to think he could get out of lockup faster than she could bring him to trial, but Crystal shot down that idea with yet another one of her truly tasteful analogies. Then she threw a scathing remark at me about what I should be doing. I tell ya', this case is hard enough without Crystal to rub my rookie-ness in all the time.

Izo Is a Replicant

You found Goggles in Izo's Lair.

I stepped out into the light just in time to hear Izo come out of the shadows at me, sword drawn. I saw the flash of the sword coming down at me and reached for my blaster, knowing full well I wouldn't be able to get the gun drawn in time. But then I heard the sound of a shotgun come from the shadows, and Izo fell at my feet.

Crystal stepped out of the shadows, blaster drawn. She'd saved my life and I'm damned lucky she was there. Crystal was, of course, totally nonchalant about it, as if this sort of thing were part of her daily routine... saving lives and all. I let Crystal take care of the post-retirement business.

I realized that if the Replicants were going after Tyrell Engineers, than the engineers on DNA Row were probably next... and THEY didn't have the semi-benefit of Tyrell security. My ***spinner was just to the right,*** *on Animoid Row. I* ***set*** *off* ***for DNA Row*** *to see if everything was OK.*

I ***started with the place on the left, Dermo Design.*** *Somethin' was telling me* ***don't go inside just yet.*** *Someone on the second floor had left their door open, so I figured I'd* ***go upstairs*** *to make sure nothin' fishy was goin' on.*

There were plenty of interesting items to look at, but the one that caught my eye was the mannequin with its arm in the air. I checked its head and found an envelope with the name Runciter on it. My curiosity piqued, I ***picked up the envelope in the mannequin's head*** *and looked inside. It was filled with chinyen. You can bet it wasn't in Runciter's books.*

THINGS TO CHECK OUT

Black-Masked Mannequin's Head

You'll find the Runciter Envelope.

Answering Machine

You'll get the lead to the Bradbury Hotel, where JF Sebastian lives.

I searched the desk and found that the Zenith Vidphone was on the blink and whoever owned this place had an interest in electronic equipment. Then I saw the answering machine.

"Hello Luther. Hello Lance. You have no new messages, and one saved voice-only message."

CLUES

Runciter Envelope

This is located in the mannequin's hand

J.F. Sebastion Voice Mail

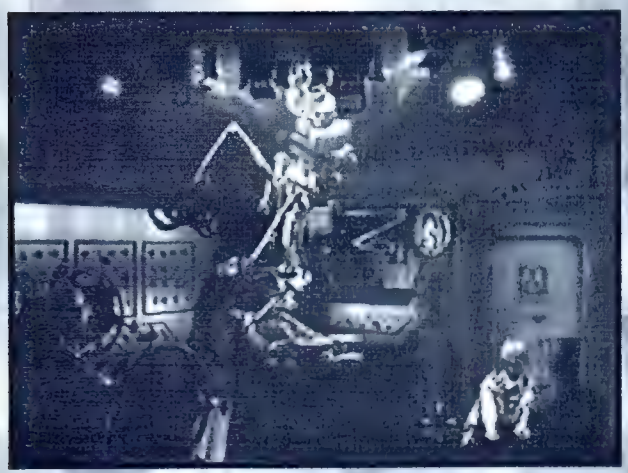
Check the answering machine next to the monitor on the desk.

Luther and Lance must be roommates sharing the place.

"Hello, it's JF Sebastian. I hope you guys are all right. I tried to talk to Dr. Tyrell about, uh... about your reinstatement... re-employment? But I haven't been able ta' get through to him yet. He's kinda' angry, and you know what a cool customer he is. I don't know what happened between you guys, but I'm still trying. If you want to get together, I'm still at the Bradbury. I'll be here all night."

So Luther and Lance both got fired from Tyrell. And I've got a lead to this Sebastian guy. I should check in on him and see if he's had an Off World visitations lately. But since I was already here, I wanted to ***see what's up down in Dermo Design****.*

Crap! Someone set this man up next to a bomb. Looks like I've stumbled into one of the mad bomber's little set ups.



"Help me sir!" the man on the floor begged, "Please, help me! It is going to blow!"

Thinking quick, I drew and ***aimed the blaster at the handcuffs to blow them off and set the engineer free****.*

"Run, RUN!" he screamed, and we both made for the door as fast as we could.

We just barely made it out the door when I heard and felt the blast behind us. The engineer didn't make it far enough—he got thrown by the blast and hurt pretty badly. I tried to assure him, letting him know the ambulance would be here soon, but I could tell they wouldn't get there in time. He was trying really hard to tell me to warn the twins... upstairs. He must be talkin' about Lance and Luther. He continued by saying that the bombers were a big man with dreadlocks and a guy with a beard and piercing eyes. Yep, those were my perps. And then, before the ambulance could possibly get there, he died.

The officer showed up just a few moments later. I explained what had happened and told him the engineer's name: Moraji. I felt certain I was really close, practically waxing their tails. The Officer told me he'd clean up so that I could catch up with those two reps.

I headed across the street to the blue-lit building of the next Tyrell engineer, a place called Eye Works. Some bum was sitting in my way, telling me he could get me anything my heart desired. Yeah sure, how about world peace. I told him to beat it and ***walked into Eye Works****.*

Whoever the funny guy in the big coat was, he sure was obstinate. He kept trying to shoo me away saying that he was too busy. Even telling him that I was LAPD didn't phase him. I finally got his attention when I threw out the fact that Marcus Eisenduller was dead. His surprise didn't last long—he started griping about all the noise in the street that made him drop the eyes he was working on. That's when I told him that the street noise outside would be Dermo Design burning to the ground.

"What of Moraji?" he asked quietly.

"He didn't make it," I said grimly.

"You leave now, OK?" he muttered, a note of fear in his voice. "Very busy, must work." Then he began mumbling to himself in a worried fashion. It was now or probably never.

*I started by **asking if he was close to Marcus Eisenduller**. He laughed a little, amused by the question. No, he said, Marcus tested gravity and "Chew" worked in important organs, the visual center. So Chew was his name. I reminded him that Marcus was dead, but he just kept on talking about "how hard Chew had to work all night and all day".*

*I **asked about the twins**. He seemed happy to answer that. Luther and Lance are Siamese Twins that live above Moraji. They were genetic engineers until Tyrell fired them a month ago, but Chew didn't know why.*

*The next question I **asked** was **about Moraji**. I learned that Moraji was funny and a good cook, but that was about it.*

*Then I **asked about Sebastian**, as if I knew him. Apparently Sebastian was a Nervous System engineer. He lived in the old building down the alley, in the Bradbury Hotel.*

*I finished up by **asking about Lance**. Even though they were Siamese Twins, Luther and Lance were very different. One was noisy and talked while the other was quiet and thoughtful. Weird. He also didn't know if Lance had sold anything to Runciter, since he'd never heard of him before.*

*I **headed down the alley to the left of Eye Works**, pondering the new clues I'd collected. It was obvious that at least the leader of the group was a rep, but the guy with dreads might not be. And I couldn't help but wonder about Luther and Lance. What could they have done to get fired from Tyrell? This Sebastian might be able to shed some light on the case.*

***The entrance to the hotel was directly across from the movie theater to the left.** The building was not what I was expecting. It appeared to be mostly empty and poorly kept up. The rain was leaking through and had soaked everything. The only light source I had was from the advertisement spotlights from above the build-*

ing, which were intermittent at best. How much was Tyrell paying these guys?

I was surprised to find that the elevator actually worked.

I assumed I'd found ***Sebastian's at the top of the stairs and to the right****. I heard some bumping around and figured it must be him.*

OK, this was a little bizarre. There was an obviously artificial little general painted up like a doll greeting me as it stiffly walked by. And on the other side of the room, a mechanical Teddy Bear in a similar costume marched across the floor. I ***walked through the doorway to the north****, hoping to find the elusive JF.*

This room was darker than the first and filled with broken and spare toy parts. Who was this guy? I thought I heard something and ***headed into the room to the left.***

Obviously no one was going to be using this bathroom in the near future. In fact, the tile above the sink looked a little loose from all the water damage. There was ***a ladder next to the doorway****, so I* ***ventured upward****.*

HEY! I heard something! Someone just ran by in the next room. It looked like that dread-head I've been looking for! I had to ***run*** *if I was going* ***to catch the figure****.*

I saw a shadow pass over me from the hole in the ceiling, but I couldn't find a way up there... time to improvise. I tried ***breaking out each drawer in the right-hand chest of drawers,*** *which led up to the ceiling. Not the safest* ***solution, but it worked. I used it*** *like a ladder to climb to the roof.*

Oh CRAP! I was right about who it was, but I wasn't ready to get pounced on. There wasn't much I could do but try to fight back. But soon, I got staggered and fell to the ground. That's when I heard the cool even tones of what I guessed to be the "bearded replicant with piercing eyes" that I was seeking.

"That'll do, Sadik," he said as I listened to those graceful even footsteps calmly approach. "Sadik" was obviously enjoying his work as I kept receiving gut-busting kicks to my ribs. I was too weak from pain to protest.

"Enough!" the rep commanded, bringing Sadik to a sudden halt.

"How you tink he found us, mon?" Sadik responded.

"One of the designs sub-cons must've talked. Unstable personalities to say the least." He kind of growled the last part.

"Told you we should've blown up the 'ole block!" the unsympathetic voice of Sadik spat.

"It would've created problems down the line!" the bearded figure quickly responded with a hint of annoyance.

"We got problem now, mon!" Sadik's voice got louder as he must've gestured toward me.

"This one? He's not a problem. He's..." he paused to choose his words carefully, "...an opportunity." He knelt beside me and spoke soothingly in my ear. "You're weak, my friend. I expected so much more from you."

"I'm tinkin' our brother not hearin' too good," Sadik chimed.

"Oh, he hears us," the menacing voice responded, "Isn't that right, McCoy?"

Aw crap... he knows me.

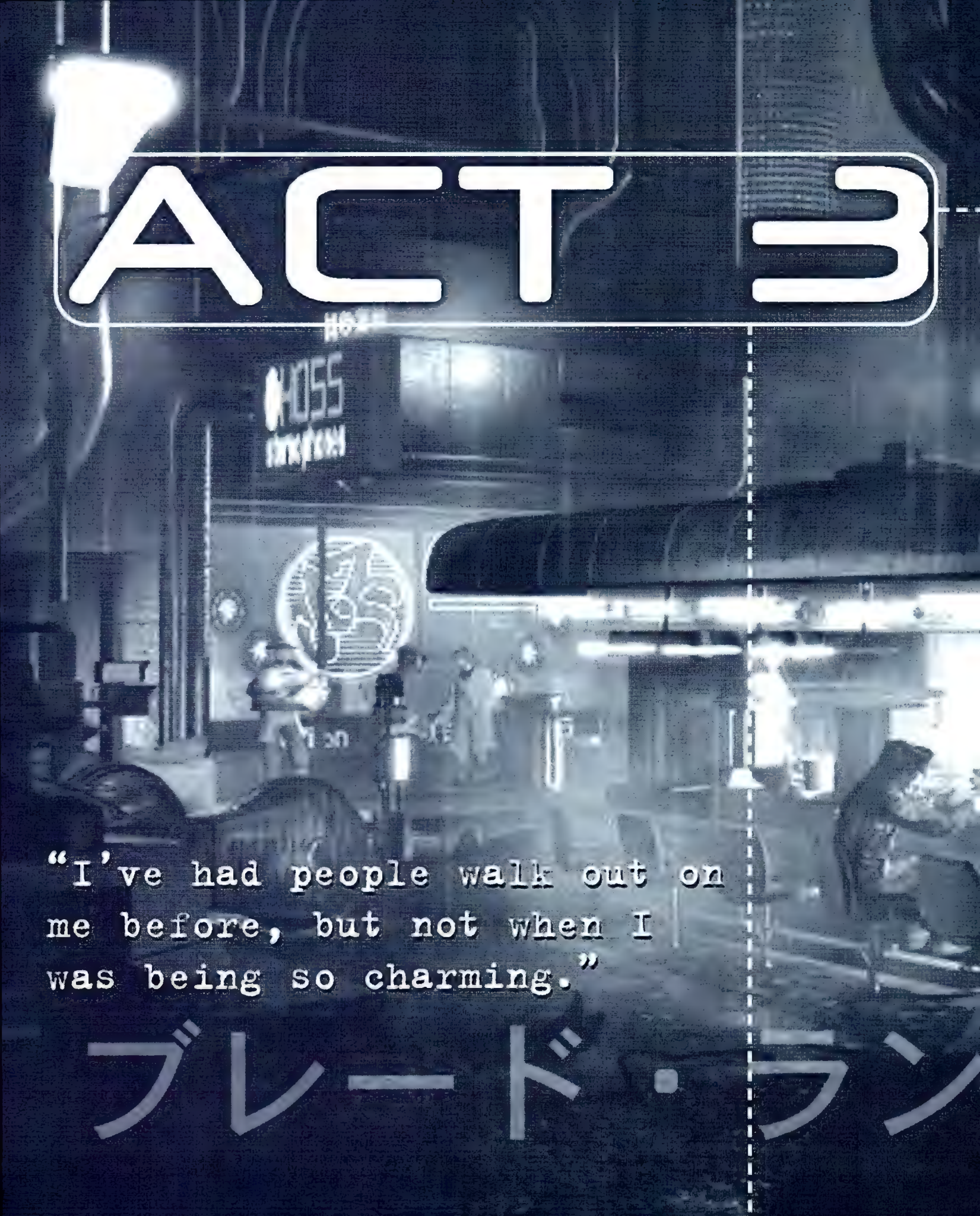
Sadik spoke down to me, "You ready to give up fruitless nightmare, mon? Come back to family?"

What the hell was THAT supposed to mean?

"He doesn't have a choice," the cold voice agreed. "He never did."

Those words chilled me. I didn't know what they meant and I was afraid to find out. The next thing I knew, I was being taken somewhere.

"I want to see it work on a person. I want to see a negative before I provide you with a positive."


ACT 3
"I've had people walk out on me before, but not when I was being so charming."
ブレード・ラン

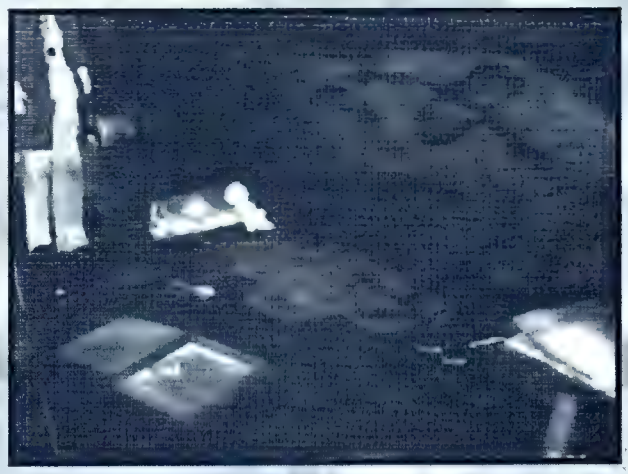
Act Three

Yukon Hotel

My head was killin' me, and my body felt pretty dented wherever Sadik's shoe had planted itself. I had no idea where I was and I had to get out of here, because they'd probably be back soon. I looked around the room for something that might be able to cut the rope from my wrists. Luckily for me, this place was a dive. It came complete with a leaking heater in the shadowy recesses of the left corner of the room. I ***hopped the chair over to the far left corner and worked the rope against the sharp rusty edges of the*** *leaky* ***heater****. I was free in a few moments and removed the ropes from my feet.*

I spotted something under the folding chair. I ***picked up the... cheese****? It felt and smelled like real cheese. It was scarce and expensive contraband. Sellin' it was a class A felony.*

The back right corner had a few things to check out too. There was a blanket and a pillow. The doll threw me a little. I ***picked up a shining token*** *from under the doll's foot. It was from Hysteria Hall, an arcade down near Nightclub Row. I* ***grabbed the doll*** *too—maybe we could get some latents off of it.*



I made my ***escape through the doorway where phosphorescent light spilled into the room****. There was already trouble brewing.*

Some big bruiser had the motel clerk by the throat. I quickly drew my blaster and took control of the situation.

"Put the Hotel Manager down, nice 'n slow."

The big guy looked at me dumbly and then complied. "Who the hell are you?"

"McCoy, LPD." I flashed my badge proudly. I always wanted to do that.

"LPD huh? Maybe you guys can return somethin' to me." He shuffled away from the counter and looked me squarely in the eye.

CLUES

Cheese

It's located under the chair.

Token

It's located under the chair.

Doll

It's on the pillow in the back right corner

Moonbus Photo

You'll find it to the right of the doll.

"How do you know we got it?" I had no idea what this guy was talking about.

"One of yer own invaded my property. Bad haircut, stupid coat. The other guy," he nodded.

"What other guy?" Maybe he was talking about Deckard. That vet Blade Runner had been all over the city today, almost always one step ahead of me.

"Don't play dumb." That was ironic coming from him. He stepped closer to the door, obviously unsure of what was going to happen.

"What about him?" I queried.

"Nothin'. I just thought... you were gonna' arrest me, that's all." He looked at me suspiciously.

"I don't care about your little run in with the manager. OK? I'm lookin' for a couple a Replicants."

He shrugged. "Can't help you there, friend."

"Maybe the clerk can tell me who was rentin' that room back there. Why were you hasslin' him?"

"He let these creeps in my room," he said matter-of-factly. "I'm a very private person."

"What do they got against ya'?" If it was a Blade Runner who had been here earlier, the chances that he was a Replicant or aiding a Replicant were pretty damn good. Private person, my ass.

"Nothin', friend. I ain't done nothin'." What was with this "friend" thing?

"We're all innocents aren't we?" I smirked.

"Damn straight. And I don't like people askin' questions either." I'm not sure, but I think he was beginning to get testy.

"Just help me out here a little more. You seen a big rasta guy around here? Or a guy with a beard and dark eyes?"

His face went blank. "A rasta? What's that?"

"He's got dreadlocks. Talks with an accent." Yikes, how did this guy survive this long?

"Oh. No, I ain't seen no one like that. Look, my mother's waitin' for me. You stick around, maybe that manager'll come back."

*He shuffled out the front door and I **shuffled straight into his room, directly behind** me.*

I didn't know who was working this side of the pool, but whoever it was had been pretty thorough goin' through the joint. I doubted if there was anything I could find that hadn't already been snagged and bagged.

THINGS TO CHECK OUT

The Top Dresser Drawer

*Well whaddya' know. **Holden's badge**. That cheerful gentleman I'd been conversing with must've been Leon, the one who shot Holden during the Voigt-Kampff test. Yeah, sure his mother was waitin' for him.*

The Bathtub

*This is weird. Leon must've had a fish in the tub—there's a **scale** here.*

CLUES

Holden's badge

The badge is in the top dresser drawer.

Scale

The scale is in the bathtub.

*I walked outside and surprise, surprise. I found a **black sedan** that looked exactly like the one I was tracking, except this one had had a close encounter with the wall. Whoever was driving had pulled the license plate, which I'd found in that dumpster earlier anyway. The car's ID number was still there, so I could run that through the Crime Lab and ID the owner.*

*There was a **wrapper** on the passenger floor that was from a vendor I knew, best lichen dogs in the 4th sector. Normally that wouldn't mean much, but Mia and Murray were right up the road from an arcade and Nightclub Row. They'd probably have a lead for me, because they saw more action in one night than my spinster aunt saw all last century.*

CLUES

Lichen Dog Wrapper

The wrapper is on the passenger side floor of the smashed black sedan.

*I **walked** around **to the left, back to DNA Row** where my spinner was parked, and set a **heading for the Bradbury Hotel**.*

Bradbury Hotel

I had to talk to this Sebastian before the reps came looking for him again.

"McCoy, LPD. You had a break in?"

"I... I don't think I called anyone," came the puzzled soft-spoken voice from within the doorway.

"I was already here," I explained. "I was chasing one of the perpetrators."

"Well, everything's all right now." Sebastian shrugged. "I'm pretty sure I can handle it."

"You may think you can," I replied, "but believe me, you can't. Better if I check it out."

"If you insist..." Sebastian conceded politely, still slightly confused about my sudden appearance.

I walked into the light and met Sebastian for the first time. He stood kind of slumped over, as if years of teasing and no self-esteem had taken their toll.

He continued, "I don't think they took anything. I don't really have anything here of any value."

"You work for Tyrell Corporation?"

"Yes suh." He had a slight southern accent that was occasionally prominent in his conversation. "I'm one of the principal design engineers for Dr. Tyrell. He's really a very nice man. Ya know, he even fronted me the money to buy this building. It's a landmark, you know? You really should see the front edifice, they put amazing detail into it."

How we got from a yes or no question into the edifice of his building was beyond me. "You feeling alright?"

"Oh sure, I'm fine," he replied pleasantly.

"You wouldn't be hidin' anybody, would ya'?"

"No suh," Sebastian said innocently. "There's nobody here but me and my friends."

"Hello!" piped a strangely electronic sounding elfish-voice.

"What 'friends'?"

"Goooooood evening, JF!" another little electronic voice resounded.

"Evenin', General!" he responded to the half-sized toy soldier stepping smartly across the room. "See? I MAKE friends."

Yeah, literally! "He almost looks real!" I remarked, watching as the General comically almost walked straight into the wall.

"He's plenty real enough for me. And real good company too." Sebastian looked fondly after his pint-sized pal, who began marching in a new direction.

It seemed like every time I tried to get somewhere, we ended up in left field. "Look, I gotta' check the premises again. Maybe they left somethin' behind."

"Well, if you wanna' take a look, go on ahead. I can't stop ya'. But please be careful in my lab."

"You got it."

*I **walked through the door to the north and turned right into Sebastian's Lab**.*

THINGS TO CHECK OUT

Power Strip

*I found the **power strip** in the darkness on the floor just to the left of the computer table. It turned on the electronic equipment on the table.*

*I checked the printer on the computer table and found something really good: **a DNA sample**.*

CLUES

DNA Sample

Flip the power Strip on and check the printer.

I came back to Sebastian to finish up with a few questions.

I asked Sebastian if he was familiar with Moraji and Chew, and he said he'd heard of them but never seen them. Then I asked if he'd ever worked with Marcus Eisenduller. He Replied that they were in two different fields, but he seemed to be a very nice man. The next question was about Tyrell.

"I'm not sure anyway really knows him," Sebastian said, "but I can tell you this. He's a great man, and a brilliant genetic designer. Dr. Tyrell and I play chess every week. I've only beaten him once."

I was only able to ask him a couple more questions before he realized he was talking to a Blade Runner. This made him extremely uncomfortable for some reason, and he politely refused to answer any more questions.

Hysteria Hall

I came to Mia and Murray to ask a few questions, but I couldn't resist ordering a dog with the works. After they'd battled a little over who gave the infamous "Checker Speech," whatever that was, I pulled out a picture and ***asked*** *if they'd heard* ***about*** *or seen* ***Lucy*** *here before. Mia had seen her come out of the arcade just yesterday. Murray contended that it was the day before, not like I cared either way, just as long as they'd seen her.*

Then I ***asked*** *if* ***they knew where someone could buy some cheese****. Murray got all worked up and Mia had to remind him that I was the police. Not that it made a dent. He hurriedly told me that if a person was gonna' flash that stuff around here, he'd become a marked man! He was reluctant to tell me who sold it, but he did give up "that nutty broad who runs the Kingston Kitchen." Ah, the plot thickens.*

Hawker's Circle

I had to get back to Kingston Kitchens and talk to Mama Isabella. When I got there, I found her cooking that famous stew, as usual. I started by ***asking her about the cheese*** *I'd found in the Yukon Hotel. She was fairly nervous as she denied knowing anything about cheese. I told her I knew that she had it and she finally fessed up. She told me she had a cousin who sent it to her twice a month. She normally hid it in a few of her to go boxes, but recently, someone had stolen several to go boxes and grabbed the one she had her cheese hidden in. She described Gordo as the thief.*

Next I paid a visit to the Fish Lady on Animoid Row to ask about that scale I'd found at Leon's. She took one look at the scale and said something like, "It's just like I told the other one! It's a snake scale!" What other one? "The police man." How did she know I was a policeman? "You wander around with confused look on your face!" She directed me to Hassan's for more information about the scale.

That was all I needed for the time being. I headed back to the spinner and set the heading for the Police Station. It was time to check the Mainframe.

Police Station

The Mainframe confirmed what I'd already guessed. The car from Chinatown was the same vehicle that had smacked the hydrant at Runciter's. The car was registered to a woman named Dektora. She'd bought it from a used car lot in the 4th sector. I ran the name through records and came up empty. The car lot checked out clean too. Maybe the owner could tell me somethin'.

Then I loaded up my photos in the Esper.

Hawker's Circle Photo

Izo took your picture, and this is the one of the two pictures found in the camera. Of the first picture, you will receive one of two possible versions.

Photo with Dektora

You'll get this photo if there was no scorpion box on the Peruvian Lady's counter in Animoid Row.

I scanned the crowd of people walking behind me for familiar faces. Strangely enough, there was a blonde in a black suit that did look familiar... I could swear I saw her near the Dragonfly booth earlier. I ***zoomed in on her face****. There was something unusual about the package she was carrying, too. Were those scorpions? I* ***zoomed in on the scorpion box*** *and got a hard copy.*

CLUES

Dektora

Zoom in on her face.

Scorpion Box

Zoom in on the box under her left arm, sticking slightly out behind her.

Photo of the Strange Scale

You'll get this photo if there was a scorpion box on the Peruvian Lady's counter in Animoid Row.

*Who's hand was this? It held a **scale** exactly like the one I'd found in Leon's tub.*

CLUES

Scale

The scale is in someone's hand.

China Bar Photo

This is the second photo on Izo's camera.

China Bar

*The first thing I noticed in the picture was **the security camera on the wall above the bar**. I'd have to ask the bartender for a copy of its recordings. The second was the Replicant I'd been kidnapped by. I got **a close-up of the rep's face**.*

CLUES

Replicant Leader's Face

Zoom in on the head of the guy in the black coat at the bar.

Security Camera

The camera's on the wall above the bar.

Moonbus Photo

You may or may not have found this photo next to the Ragdoll in the Yukon Hotel.

> *I loaded up this Moonbus Photo to see what I could find. There was, of course, the bearded rep. I got a **close-up of the leader rep's face**. Then there was the **dreadlock guy** next to him. I panned to the right an... nearly lost my lunch! That was **my face**! Someone's tryin' to mess with my head!!! There was also some sort of **reflection of something in the Moonbus itself**, but I didn't want to spend anymore time on this photo—I was really shaken up.*

*Next, I headed down to the first floor to **talk to Guzza about Holden's Badge**.*

"I found Holden's badge."

"Damn." Guzza sat down wearily in his chair. "Lemme' guess, you found it in that hotel down in Chinatown."

"Yeah. Someone from the department had already been through the room. Guess they just missed it."

"That's the old-timer's case. The one we brought back on contract. Bryant's got faith in this guy, but I gotta wonder about any son-of-a-bitch who can miss a badge in a room that small! Listen, Deckard—he feels too much, ya' know? He's too far along the curve."

"Did he retire the rep who shot Holden?"

"Bryant said he did, yeah. I guess he's getting the job done. Holden'll be glad to get this back, kid. Ya' done good."

I'd finished my business here, so I got ***back to the spinner and returned to Hawker's Circle****.*

Hawker's Circle

I took a quick trip over to Hawker's Circle and specifically, to the China Bar. After ***talking to the Bartender about the Security Camera****, I was able to get the photos from him.*

Now get to either the Mainframe room at the Police Station or your Apartment and use the ESPER to check this photo out.

CLUES

China Bar Security Cam Photo

The Bartender at the China Bar hands it over if you saw the security camera in the previous China Bar photo from Izo's camera.

China Bar Security Cam Photo

The guy in the gray sports jacket looked awfully familiar from behind. I ***zoomed in on*** *his head.* ***Guzza****! What the hell was he doing there? Looked like some kind of secret meeting!*

I panned to the right and saw a figure standing against the brick wall. I zoomed in on his face... it was ***Izo****. He was taking the picture that I already had in my collection. That meant that the bearded rep and his blond were just a few feet away at the other end of the bar. Coincidence?*

CLUES

Guzza's Face

Zoom in on the guy in the gray sports jacket at the end of the bar.

Izo's Face

Pan to the right and zoom in on the photographer's face.

*It was time to **head back to Hysteria Hall.***

Hysteria Hall

I had to follow up on the car that Dektora bought from Crazy Larry, so I went in to question Larry himself. It was a difficult task to actually get him to answer any questions, because he was too busy trying to push his car down my throat.

*I **asked** him **if he recognized Lucy**. Larry's first comment was that she wasn't old enough to drive, but that I should try the arcade next door.*

*Then I **asked about the black sedan** he sold a few days ago. He pretended not to know at first and I had to tell him I'd seen the registration. Oh, THAT sedan. Yeah, he'd sold that ugly car to a sexy blonde.*

That about covered everything, so it was time to start tracking down the suspects.

The Suspects

"Quite an experience to live in fear, isn't it?"

This is the part of the game in which a myriad of possibilities present themselves. You have three suspects to track down and you don't know which are Replicants and which are human. You can deal with them in any order.

The first important thing to know is this: whichever character you visit last will definitely be a Replicant.

The second is that each suspect will react differently, depending on whether they are human or Replicant. If they're human and you shoot them, the game is over. And if they're Replicants, whether you choose to shoot them or warn them about Crystal will affect the game's ending.

Each possibility is described in the following pages.

Gordo Scenarios

I carefully landed the spinner in the seedy neighborhood of Nightclub Row. Maybe I would find a lead in ***Taffy Lewis' bar to the right****.*

I saw that Red Jacket guy sitting at the bar. I said hi and he seemed delighted to see me. He offered me an autograph, saying that although he wasn't famous yet, the autograph would be worth a pile of chinyen someday. That's when he told me his name, Gordo.

I told him I needed to ask a few questions. He told me I had to make it snappy and seemed irritated, but that's life. I started by ***asking him if he knew Zuben****. He knew him as "the flabby guy" at Howie's, but claimed he didn't know him beyond that. Then he had the nerve to tell me to chill out.*

He answered the question and then got up on stage to start his act. I have to admit, it had one funny moment. I might've smiled a little once, that is, until he asked them to put a spotlight on me and give me a round of applause.

If Gordo Is Human

Gordo started asking me how I would know the difference between a rep and human. He described a dancer named Zhora who used to dance there and had just been retired. What if he was rep? I replied, "Is that some excuse for your lousy act?" He bantered for a bit and then ran offstage and out into the street.

I ran out into the street after him. He stood there and taunted me, daring me to shoot him. Things like, "Do what you gotta' do, McCoy. If you got to shoot me, that's cool!"

You can either arrest him or let him go.

If Gordo Is a Replicant

It went downhill from there. He started sayin' I could just blow anyone away if I thought they were a rep. Then he asked if I was so sure I wasn't one myself! That he had friends who said they knew me. All I could say was, "You're lying." Gordo ran outside and I knew it had hit the fan.

I ran out into the street after him and drew my Blaster, ready for anything.

If Gordo has a gun, shoot and retire him. If he has no gun, let him get away.

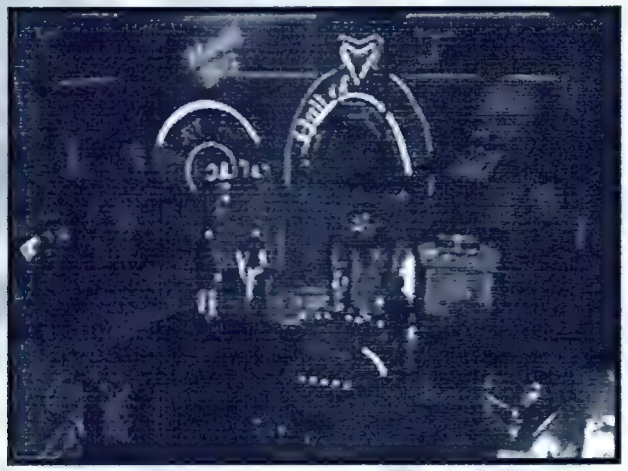
If You Track Gordo Last

I ran out into the street after him. He grabbed someone off the street and took them hostage! That's when Crystal showed up.

You can now do any of the following. Each has a different consequence:

- *Shoot Gordo*
- *Let Crystal shoot Gordo*
- *Shoot the Hostage*
- *Shoot Crystal*
- *Hardest of all, shoot the gun out of Crystal's hand.*

Lucy Scenarios



I finally found Lucy standing in front of a large screen video game. I approached her carefully, not knowing how she would react to me.

"You're sick, Lucy," I said.

"No I'm not," she sighed.

"Yes, you are," I responded firmly.

"Father told me to watch out for you." Lucy looked away.

"I'm not gonna' hurt ya," I assured her.

She quickly changed the subject by asking me if I'd always lived on Terra. She told me that she always thought Terra would be so special... with flowers and trees and water.

*I **asked** her **about** the **Runciter** animals. She told me that "father" was so angry, and Sadik said he deserved it for the way he treated her. The picture was becoming clearer now. Lucy also told me about Runciter's animal stock. Apparently, only %50 were legit and the rest were artificial. Runciter would tell her he was protected, that they came from somebody close to the source. The two perps I had been trailing this whole time from the crime scene were "father" and "Uncle Zuben". It was clear she was speaking about the bearded Replicant.*

Then I asked her about her father, and if she could take me to him. Lucy said that he wouldn't like that, even if she did know where he was.

You may now either Voigt-Kampff Lucy or warn her about Crystal.

If Lucy is Human

I wanted to ask her a few more questions, but she looked so fragile. All of a sudden, she pushed past me and ran to the south, out of the arcade. I tried to run after her and find her in the rain, but she was gone.

If Lucy is a Replicant

Lucy knew I was on to her and took off into the Hall of Mirrors in the back of the

arcade. I had no choice—I had to go after her! She was tough to keep up with, I think she knew the maze by heart just for emergencies like this one.

If You Track Lucy Last

I was just opening my mouth to ask her another question when Lucy suddenly yelled, "Help! Help! He tried to touch me!"

"What?" I backed away, confused. Within moments, an officer appeared on the scene.

"This the trouble-maker?" he asked gruffly, nodding to me.

He told me to put my hands on top of my head. I showed him my badge but it didn't make a dent. His arrival was a little too fast for me. When I asked him which precinct we were going to, his response wasn't what I wanted to hear. "I'll tell ya' which one," he growled and then cold-cocked me.

Now I was screwed. I woke up in the sewers. Groggily, I made my way up to the street again. Lucky for me, Crystal was there to fill me in on the details.

"What the hell took you so long?" she said, taking a drag on her cigarette.

"Good thing ya' made your entrance when ya' did. They must've been phony cops, hired by the reps for protection."

"Cops, yes. Phony, no. I remembered Baker. Used to be an SID expert on coercive technique until he was fired from the force a couple years ago."

"A mercenary?"

"Bingo."

Crystal continued by explaining that she had been onto Lucy from the very beginning. She chided me for not "whacking her" when I had the chance. I pointed out that in front of all the other kids in the arcade wouldn't have been a good idea. Crystal was ready to go Replicant hunting.

We got to the arcade and Lucy ran straight for the Hall of Mirrors. I told Crystal to leave her up to me and cover the exit of the mirror maze.

Shoot Lucy

I swear, this was the toughest thing I've ever had to do. I chased her through the maze until she was finally within reach. I drew my blaster and... I shot her. I kept trying to tell myself that she was just a machine...

Warn Lucy

This Replicant was FAST. I tailed her as best I could. Just when I thought I might never catch her, I did. My gun was hidden, so as not scare her away.

"I saw you," she said, "with that woman who smokes!"

"I HAVE to deal with her," I replied, "just to keep up appearances! I can be more effective that way."

"She scares me," Lucy added with a shudder.

"She's bein' paid to kill your family," I said.

"I'll tell them... what you did, that you helped me." She looked at me wide-eyed. With that, she ran for a different exit and out to safety. Now I had to face the wrath of Crystal. This wasn't gonna' be easy.

Dektora Scenarios

I walked into Early Q's, the place where Dektora danced. I remember Early Q used to call himself a humanitarian because he'd recruit orphans for his sex club, then he'd donate a percentage of their salary to his favorite animal propagation lab. He was a real piece of work.

I noticed someone sittin' in the booth straight across from the entrance, then the booth swiveled and took that someone to the other side.

I began to head that way, but the bouncer, Hanoi, stopped me. I tried to smooth talk him, but he told me to get lost, but in a much more colorful way than "get lost." I had to take a step back and think about how I was going to do this.

Hanoi seemed distracted by the dancer onstage. So there was the answer. I ***walked right up to the pit*** *and stood just*

in front of the dancer. I talked to her, and this got Hanoi's attention. He slowly sauntered over next to me and was immediately fixated on the stripper. Perfect.

Before Hanoi could notice me leave, I ran to the revolving booth and sat down. It spun slowly around and I found myself in Early's Bar. Early was dressed in red and standing in front of the bar. I thought I'd step up and ***say hi to Early****. I talked to him about this and that, basically to ease into asking* ***him if he recognized the girl in the picture****. I held up a picture of Lucy. He said he didn't, but I wasn't so sure.*

I waited around at the bar for him to announce the next show in the room to the left and followed him in. Where was Hanoi? Ah, there he was, guarding the door in the back. I ***talked to Hanoi*** *and got basically the same response I'd gotten before. Fine then. I* ***traveled*** *quickly* ***back to the right****, hopped in the revolving booth,* ***and*** *went* ***straight back through the door next to the stage, into Early's Lair****.*

Good Lord! As I came through the door, I just barely caught a glimpse of a dark brown scorpion scuttling along the arm of the dark chair in the corner next to the statue. I wouldn't be going over there, that's for sure.

Instead, I ***checked*** ***the red desk near the entrance****. I lucked out. I* ***picked up the receipt*** *I found, which was* ***for the Dragonfly collection****. There was an earring, a belt, and an anklet. Put that together with all of my photos, and Lucy got the anklet, Sadik got the earring, and Dektora got the belt.*

Next, I thought I saw something ***in the cushions on the right side of the couch*** *next to the door. I* ***picked up the disc****. I didn't know what was on it, but the way Early had hidden it, it was bound to be dirty laundry.*

CLUES

Early Q Photo

You'll find this on the far right side of the couch next to the door of Early's Room.

That's when Early walked through the door. He wanted me to put it down, like I was just going to give in and do that! Early decided he'd have to trade me something to get the disc back, so I let him think that was a possibility. It was when he said, "Let's have a drink then, shall we?" that I drew my blaster. I knew full well he was the type who would slip something into my drink.

If you don't draw your gun and take the drink, you will wake up outside on the street without the disc.

Two Possibilities

At this point, there are two possible scenarios.

Scenario One

If you found the Scorpion Box on the Peruvian Lady's Counter, you'll get the following scenario:

As soon as Early saw that my blaster was doing the talking, he started throwing out offers to reveal rep's for me like there was no tomorrow. I told him to sit down and motioned to a chair.

If you shoot Early, Hanoi will appear and shoot you.

Too bad he chose THE chair in the corner. Scorpions...

Scenario Two

If you found the Scorpion Box on the Peruvian Lady's Counter, you'll get the following scenario:

If you don't withdraw your blaster, Early will shoot you. If you shoot Early, Hanoi will appear and shoot you.

As soon as Early saw that my blaster was doing the talking, he started throwing out offers to reveal rep's for me like there was no tomorrow. I told him to sit down and motioned to a chair. He sat down and muttered something very coldly to me, which made me ***withdraw the gun quickly****.*

Early decided that it was time for a compromise. He would trade me a photo for that disc I'd just picked up. I took him up on his offer.

Hanoi was out in the main room again. I had to do the same thing I did before, luring Hanoi to the stripper onstage and then running to the revolving booth. When I got to the other side, I went to the room to the left and found it empty.

The backstage dressing room was empty as well. I moved through the softly lit door to the southeast.

I knew if I hung around too long, she'd have Hanoi boot me out into the street. So I had to keep her occupied as long as possible, then sort of ease into asking what I needed to know. I immediately adopted the voice of a nerdy excited fan and ***mentioned the flowers on her vanity*** *were "beau-tee-ful". Then I* ***asked her how she liked working for Early Q****. Dektora told me that he treated her pretty well, so I eased into asking if she had ever seen him hang around with any unsavory types. The answer was no.*

The next question I ***asked Dektora was about her belt****. She told me that Dragonflies were her favorite. I finally just broke down and told her I was LPD and asked if any other pieces came with the belt. She came up with a nondescript way of answering, "I'm sure I don't know what you mean."*

If Dektora is Human

She was beginning to look upset. The next thing I knew, she burst out of her chair and pushed past me. I didn't know what to do at first, I was so surprised. I ran after her, wanting to apologize. But she was already gone.

*

You may or may not find her. If you never VK'ed her, she may call you in Act 5 and want to meet with you at Crazy Legs Larry's or the Moonbus. Then again, that may be the last time you see her.

If Dektora is a Replicant

Now you must make a decision: Voigt-Kampff her or tell her that Crystal is after her and save her life.

Voigt-Kampff

I chose to Voigt-Kampff her. I think I was beginning to get the meaning of "the magic," and it was telling me that I was talkin' to a rep. I had to be sure. Everything was going smoothly. But the next thing I knew, Dektora burst from her chair and ran past me! It was obvious now—she was a rep.

I ***chased her upstairs into a theater room with a projector****. Within moments, I was blinded. Thinking quickly, I had to* ***shoot the light out of the projector****.*

She bolted into the next room and I followed.

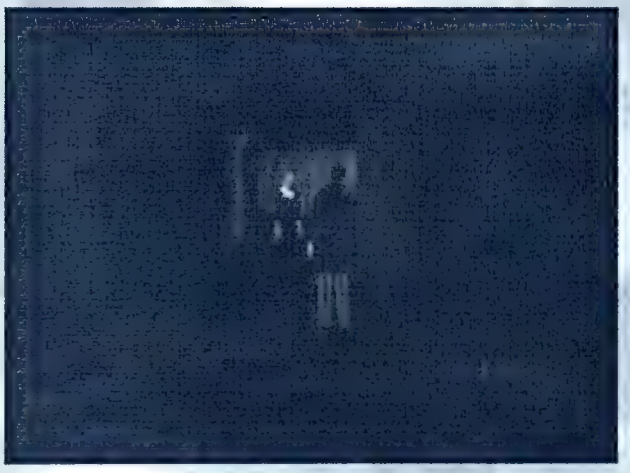
Once again, you can shoot her or save her.

Shoot Dektora

I shot at the walls and the wardrobe closets, knowing that was where she had to be hiding. As I did, the room began to burst into flame! Suddenly a flaming Dektora burst forth from the closet and came toward me. I shot as fast and accurately as I could. The next thing I knew, she fell back through the window and hit the 1st floor pavement outside.

If you don't knock Dektora out of the window with your shots, she'll stumble toward you and set you on fire as well.

Save Her



My conscience and my training were struggling over one another to prevail. I suddenly began to realize how hopeless it must feel to be a slave. She was just trying to make a living and blend in with society, just like the rest of us. Quickly, ***the blaster was withdrawn*** *and I* ***spoke toward the wardrobe closets****, where I knew Dektora must be hiding.*

Slowly, she peeked around the corner. She seemed extremely unwilling to believe my sincerity. I told her she'd better get lost before my fellow Blade Runner came up here and she lost the chance to escape. My words began to have an effect and finally, Dektora took off.

If You Track Dektora Last

I chose to Voigt-Kampff her. I think I was beginning to get the meaning of "the magic," and it was telling me that I was talkin' to a rep. I had to be sure. Everything was going smoothly. But the moment the test was over, she pulled a gun on me! I knew if I tried to move even an inch, she'd fire on me. Dektora coolly picked up the phone and rang the police. "Good!" I exclaimed, but she didn't even flinch. Within moments, a cop showed up and tried to grab me. His arrival was a little too fast for me. When I asked him which precinct we were going to, his response wasn't what I wanted to hear. "I'll tell ya' which one," he growled, and then cold-cocked me.

Now I was screwed. I woke up in the sewers. Groggily, I made my way up to the street again. Lucky for me, Crystal was there to fill me in on the details.

"What the hell took you so long?" she said, taking a drag on her cigarette.

"Good thing ya' made your entrance when ya' did. They must've been phony cops, hired by the reps for protection."

"Cops, yes. Phony, no. I remembered Baker. Used to be an SID expert on coercive technique until he was fired from the force a couple years ago."

"A mercenary?"

"Bingo."

Crystal continued by explaining that she had been onto Dektora from the very beginning. She chided me for not "whacking her" when I had the chance. Crystal was ready to go Replicant hunting.

We got back to Early Q's and couldn't find Dektora in her dressing room. I ***checked the theater room upstairs.***

Within moments, I was blinded. Thinking quickly, I had to ***shoot the light out of the projector.***

She bolted into the next room and I followed.

Once again, you can shoot her or save her.

Shoot Dektora

I shot at the walls and the wardrobe closets, knowing that was where she had to be hiding. As I did, the room began to burst into flame! Suddenly a flaming Dektora burst forth from the closet and came toward me. I shot as fast and accurately as I could. The next thing I knew, she fell backward through the window and hit the 1st floor pavement outside.

If you don't knock Dektora out of the window with your shots, she'll stumble toward you and set you on fire as well.

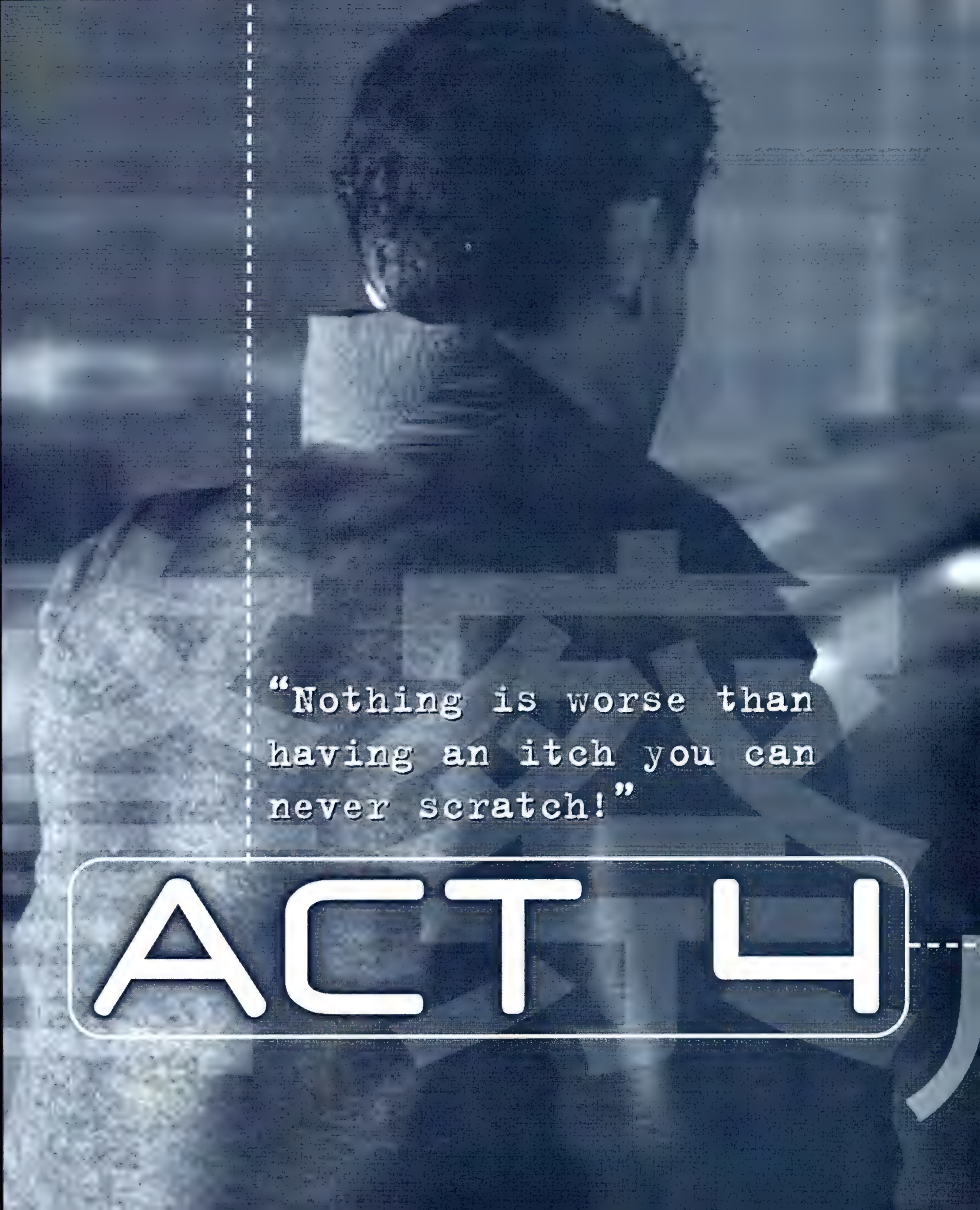
Save Dektora

My conscience and my training were struggling over one another to prevail. I suddenly began to realize how hopeless it must feel to be a slave. She was just trying to make a living and blend in with society, just like the rest of us. Quickly, ***the blaster was withdrawn*** *and I* ***spoke toward the wardrobe closets,*** *where I knew Dektora must be hiding.*

Slowly, she peeked around the corner. She seemed extremely unwilling to believe my sincerity. I told her she'd better get lost before my fellow blade runner came up here and she lost the chance to escape. My words began to have an effect and finally, Dektora took off.

All Suspects Found

My spinner, it was missing! What was I supposed to do now?


"Nothing is worse than having an itch you can never scratch!"
ACT 4

Act Four

During this act, there will be free-roaming enemies to contend with. Shoot at anything that attacks you first. These enemies will include cops, rats, mutants, and Replicants.

Underground

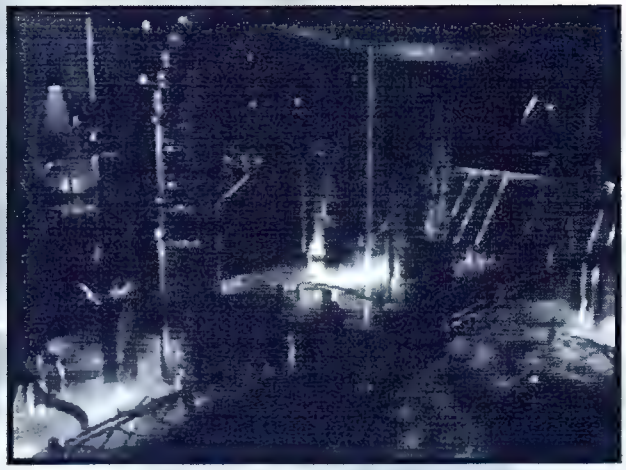
You wake up one day and find it's all been a dream. Or you wake up and discover you've been asleep all the time and the nightmare is real. I didn't know what it was. I didn't know who I was. A cop dangling on the short end of the stick? Or a rep whose memory banks had run out. One thing I was sure of is that I didn't kill Izo. That I know I experienced. And this misinformation? Maybe it was the key to everything that was happening. Maybe there was a lot more than what met my eye. All I had to do was stay alive long enough to find out.

I left the subway by ***walking to the left****. I* ***followed the tunnel*** *back and* ***climbed through the hole in the left wall****.*

THINGS TO CHECK OUT

Chair

I'd seen things like this one before, and not just in my reoccurring dental nightmares. It was an old-time LPD Soothsayer, a torture device used to elicit confessions out of hardened criminals. Its use had been banned for ten years now. But most cops knew it hadn't totally disappeared off the face of the earth.



*I **headed for the heavy metal door** with the healthy green glow.*

*Now this place looked familiar! I **walked down** to **the center of the intersection** and **activated the switch** to connect the fourth ramp with the other three.*

DO NOT go through the big drainage hole in the left wall or you'll get caught and shot by two cops.

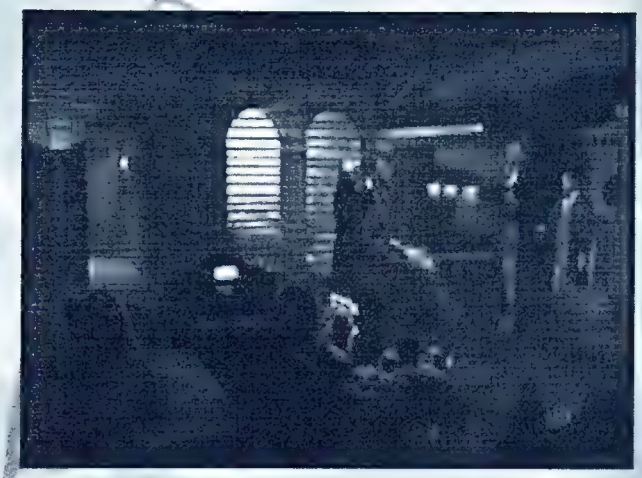
*I thought I heard some noise coming from the drainage pipe in the left wall, so I **hot-footed it to the south**.*

*I **walked down the stairs** in this room **and out to the left**.*

*This manhole was the safest way out of the sewers. I **climbed up the ladder**, hoping I could make it back to my apartment undetected.*

I stepped into the elevator and rode up to 88f, my apartment. So far so good.

McCoy's Apartment



Who the hell was this?

"Where's Maggie? Where's my animal?!" I was suffering from shock and disbelief.

"Step off, mo' fo. There ain't no Maggie here," the guy with the gun said menacingly.

"She was here last night when I left!" My voice was getting louder.

"You got the wrong place, jack," the stranger in my apartment repeated.

I was losing my patience. "Hey man, I live here!"

"I don' know what cho speedin' on, and I really don' care." His eyes narrowed as he looked into mine.

"Wait a minute!" I yelled, finger extended.

I froze when he cocked his firearm and added, "I got no problem icin' you, if that's what cho want, jack."

I stepped back out into the elevator and headed to the ground floor. There was nothing else I could do except return to the Underground.

Underground

I retraced my steps ***back to the intersection*** *and* ***turn****ed* ***right*** *where I'd just previously bridged the gap.*

I was on my way ***back through Izo's Lair*** *when I noticed how torn up the place was.*

THINGS TO CHECK OUT

Weapons

If it had been the LPD, the REAL LPD, they would have confiscated the entire stash. Instead, Izo's Off World weaponry was still there, but all the police issue fire power was gone. A little light started to flicker in my brain. Guzza was the one measuring me for the frame. He set up a black market network, moving surplus LPD weapons through Izo in the Green Pawn. Nothing wrong with a little graft, but when I started stirrin' the pot, the heat got too intense in the kitchen and the sweat started comin'. The picture was still a little blurry. Guzza must've had some connection to Clovis and his group, even though he always claimed to have hated Replicants. He wouldn't have helped out any skin jobs unless they had somethin' really juicy to lord over him. I ***searched the weapon pile again*** *and found some really great bullets. I could use any help I could get.*

I could hear the sounds of a radio communication goin' on in the room above, so I ran ***back to the intersection****. This time, I* ***headed through the big drainage hole in the left wall****, straight cross from me.*

The coast was clear, so I walked through the door to the right.

I ran ***up the steps and into the yellow elevator****, which took me further underground.*

The following is written assuming you didn't shoot the bum in Act 1. If you did, you'll find a Requisition Form on the coffee table.

I saw that same homeless guy I passed in the alley a while back. He was sacked out on the couch. I was sure he must have a clue or two about the stuff that went down in the sewers, so I ***talked to him****.*

I ***asked him what he meant when he said "another one."***

"Not a lot of people, artificials." He mumbled.

"How'd you know they were Replicants?" I asked, half not-believing him.

"Are you kiddin'? I could spot a skin job at a hundred paces in da dark."

Obviously he was in the wrong line of work, then. "Describe 'em to me," I challenged.

"Sure ya' don't got dat drink?" he slurred quizzically.

"Maybe later," I said quickly, getting impatient.

"Welp, there's da' Japanese guy with the coat and the glasses."

"Skinny guy? Blond hair, pony-tail?" I gestured.

"Yee-ah. And the guy with da' muscles and da' funny hair..."

"Dreadlocks?" I offered.

"Right. I seen 'em twice! And da' two-headed guy, and da' fat man!"

"Fat man? The one I was chasing from the sushi bar." I figured he meant Zuben.

"Nah. Da udda' fat man, you know... rough voice. He was always eatin'."

Fat man... Eisenduller? Nah.

I ***asked about the fat man****. "How many times you seen the fat man down here?"*

"BUNCH a times! Last time wuz'n dat long ago." The bum seemed to enjoy answering the questions.

"What was he doing?" This was getting interesting.

"Collecting guns like always!"

GUZZA. "Hand guns? A Blaster like mine?"

"Hand guns, rifles, a whole armful! Took 'em tru dat gate! Dumped 'em in da sewer. They're gone now. Sure you ain't got nuttin ta' drink?"

"Can you describe him?" I said, knowing full well who it was.

"Uhhh... rough guy! Barks out orders a lot. Everybody listens when he's around.

That's when I lost him to what was most-likely a drink-induced sleep.

*I **exited through the tunnel on the right**.*

*I **walked halfway across the** weakened **wooden plank** when I saw a huge rat pop out of the doorway I was aiming for. It was necessary to **run** off the weak board or we both would've gone for an acid dip. I **quickly** ran back **to the walkway and slightly south, turned, aimed, and** had to **shoot the filthy rodent mutant**.*

Luther and Lance's Lab

So this must be the infamous Luther and Lance. They seemed to be expecting me.

"Hey, it's about time you showed up."

"You know who I am?" Clovis must've given then a glowing preview.

"Detective Ray McCoy... you're investigating Moraji's death." "And Eisenduller's." "Havin' any luck?" They spoke alternately, as if with two voices and one mind.

"You're Luther... and Lance?" I swear this was truly the weirdest person... couple?...

I'd ever met.

"Helluva smart cookie there!" "Take your guns and your violence elsewhere, we've got important things to do!"

I ***asked about Clovis****. "Clovis set me up, didn't he? And he used my boss to do it."*

"He's sharp, this one." "No question."

"Tell me what you know."

"How about we trade? Our life for yours."

"Keep talkin'."

"Clovis has gone to see Eldon, but he MIGHT not make it." "Still, the work will go on, with or without Clovis. Get us Tyrell's files, the rest of the DNA data, and we'll help you."

"You want me to break into the Tyrell building for you? You're nuts!" I couldn't believe they were being so casual about the idea.

"Defective, yes. Nuts, no. You need us, McCoy. We can serve up Guzza's carcass on a big over-sized platter."

I had to ***tell them about the reps****. "The reps that killed Marcus and Moraji? They'll be lookin' for you."*

"You're a little late, detective. They've already found us."

"So why are you still walkin' around?"

"Cause we're all part of the same suit of cards, you know what I mean?" "Eldon makes mistakes just like any other... human. The difference is..." "The difference IS the old bastard doesn't like to admit it! No, he covers them up, pretends they're human, gives them a job at a stinking corporation, and when they actually produce original work, he boots them out on the street."

"You're saying you're Replicants?" Were these guys for real?

"We FINALLY figured it out—Clovis helped us see the light." Oh, I saw what was going on here. The great and mighty Clovis knows all.

"But that's ridiculous! Tyrell wouldn't design something like you! He wants perfection."

"I TOLD you, we were a MISTAKE." He really had these two wrapped around his finger.

"Keep talkin'."

"Clovis showed us our incept photos."

"So what?" If I wasn't seeing it with my own two eyes, I woulda' never believed two engineers could be so stupid.

"Pretty damned good argument, you gotta' admit." Well, maybe one stupid engineer.

"Photos can be doctored," I said, incredulity loud and clear in my voice.

"Clovis said you'd say that."

Clovis must be psychic too. I had to move on, these guys were convinced they were reps and wouldn't hear of anything else. I ***asked about Runciter****. "What kind of deal did you have goin' with Runciter?"*

"Don't talk to me about it, that was Lance's stupid deal." "We just wanted to make some extra cash on the side."

"That probably had something to do with you guys getting fired," I mused.

"I'm sure he wasn't too pleased," Lance said with a tinge of whininess. "Since Eldon's such a pain-in-the-ass control freak!" Luther added.

"Did you meet Clovis through Runciter?" I could see where this story was heading.

"It was all just a coincidence." And that was all they'd say about that.

I ***asked why they lived*** *down* ***here.***

"Eldon shafted us! So now we're returning the favor!" "We promised Clovis we'd be finished with this by the time he got back, so if you don't mind..."

These guys were getting annoying. It was like the worst of both worlds.

I ***asked them about the Replicant life span****. "Tyrell says that the four year life-span can't be extended."*

"Of course he's gonna' say that, but he's wrong!" "Very wrong." "We got the research right here that'll prove it."

"Is it... complete?" If they were telling the truth, it would it completely change life as we knew it. "Could you extend the life of a Replicant right now?"

"Well, no. The four-year limit is an integral part of every element of the Replicant. Tyrell's dictate was that EVERY body part would fail, and only the designers of each would know exactly how it worked." "Clovis has already unlocked the secret of the skin, and that was Moraji." "Sebastian and Chew, they know about the central nervous system and the eyes. A lot of retrograde viruses were built into the eyes." "And Tyrell, he's got the basic pattern DNA information, but he just won't give it up."

"Did you tell Clovis all this?" It finally all made sense.

"He didn't ask, he already knew. He knows all about you too."

I ***asked about Clovis' whereabouts****. "Where's Clovis now?"*

"Gone to have a little heart-to-heart with Eldon."

"He'll kill Tyrell, if he gets to him."

"Isn't that just too bad!" came the mocking sneering response. "I won't shed any tears. Tyrell is killing us all! It isn't enough, is it?" "If Clovis snaps his neck, it'll be merciful and quick. Helluva lot more than WE'VE been given!"

CHOICE

Shoot Lance and Luther

You can shoot Lance and Luther, then check the monitors behind them. You will find a disc and the file on Guzza.

Go to Tyrell for the Disc

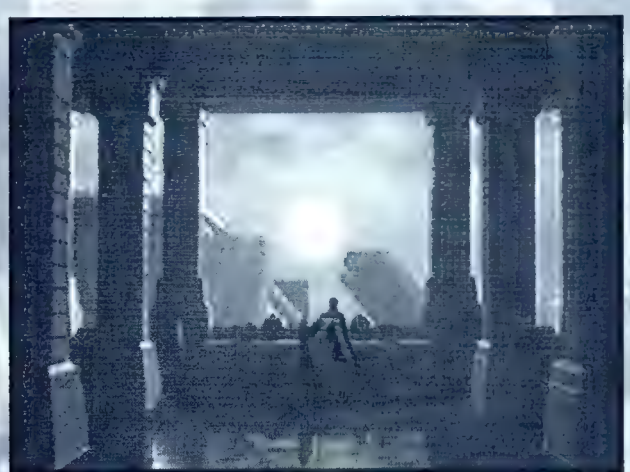
*I **traveled back out** the way I had come in. But instead of crossing the wooden plank, I **edged along the wall to the ladder to the north**.*

***The ladder led** me **to yet another ladder**, way bigger than the first. It led me **right up into the Tyrell Corp lobby**.*

*The guard appeared to be sleeping, so I tried to **run** quietly right past him and **into the elevator**.*

*I carefully **scanned the table** and saw what I was looking for. Moving quickly, I **grabbed the disc** and made my escape.*

*When I came back out of the elevator, the sleeping guard had groggily come to. He yelled for me to stop, but I **hustled to the south and crawled through the hole in the wall to the left**. I made my way back to Lance and Luther's Lab.*



I now had Guzza's file. He had his fingers in as many rancid pies as possible. He was insatiable. He sold police equipment, ripped off criminals, and even killed. And here were documents that proved it all: depositions, photographs, video discs, it was the complete file on Guzza, the dirty cop. The twins must've got it from Clovis.

CLUES

DNA File

The DNA file is in the monitor behind Lance and Luther.

Guzza File

Lance and Luther are holding Guzza's file and will exchange it for Tyrell's DNA info.

*I practically **skipped** **up the stairs in the back** up to their apartment. I'd been here before, but now the Vidphone was fixed. It was time to give Guzza something to sweat about. I **called** **Guzza** and the conversation went something like this:*

"Yeah?" The gruff voice of the slimeball answered on his end at the Police Station.

"Been messing with people's lives lately?" I was going to enjoy every second of this call.

"McCoy! Where the hell you been? We been lookin' all over for you."

"Yeah? Am I wanted dead or alive?"

"You don't know WHAT you are, kid."

"You can sell that Replicant shit to everybody else, but I ain't buyin'."

"If you're so clean, let's put ya' on the machine. That'll decide it once and for all!"

"I'm through listening Guzza, now it's your turn. I've been doing some investigating on my own. Came across some prime sources! You know what I'm talkin' about. Those little illegal weapons deals with Izo? You were rakin' in the chinyen sellin' LPD wares to scumbags and reps! Oh yeah, the department's gonna' eat it up when they find out how deep THAT corruption goes!"

"That's a loada' crap." Guzza sounded unfazed.

"Let's hope for your sake Bryant and the brass feel that way when I lay this file on 'em. Otherwise, it's a one-way ticket to the Off World penal colony, fat man!" Boy that last part felt great.

There was a moment of silence, then he grudgingly spoke. "Whaddya' want, McCoy?"

"Remove the frame, clear my name, and GET THAT GUY OUTTA' my APARTMENT!" I was very nearly yelling by that point. "I want my life back."

"I can't do that," he replied.

"You better start finding a way cause I got another call to make!"

"Ok, ok. How do we work this out? Can't talk over the damn phone."

I had him on a wire now. "The sewers. I know you want to be comfortable and I figure it's kinda' like your second home down there. At the bottom of the old elevator, there's a gate. Past it, there's a chamber. It's got a round platform."

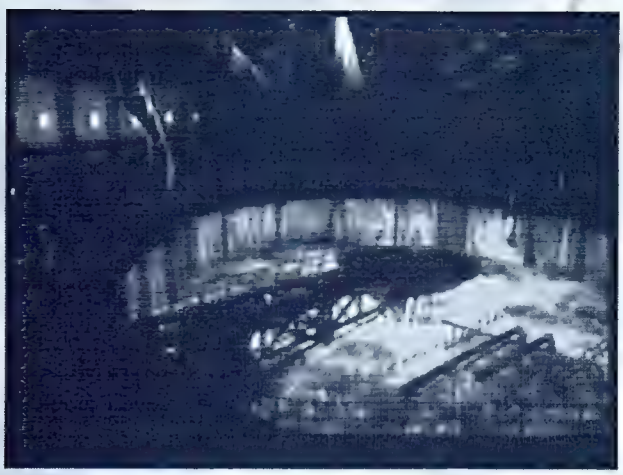
"Yeah, I know it." He sounded tired.

"Be there! Alone! You better hold up your end or Bryant gets it all."

I crossed the wooden plank again and took the stairs up to the left. That bum was still asleep. I envied him.

Guzza stood in the center of the round platform. There was a briefcase laid out in front of him. I asked him if that jerk was out of my apartment, to which he replied that it was cleaner than when I left it, and that my dog was fine. (Good thing for him.)

I motioned to the briefcase. "That everything I need to clear me?"



"I gotta' tell you kid, those incept photos look pretty real."

"Lemee guess. Clovis gave 'em to ya'." I didn't sound too concerned.

"I must seem pretty gullible, but it sounded on the level. He called you his brother. Said you came down on the Moonbus with him. He said Tyrell was using you to get inside the LPD. You hadn't been on the job for too long, so I said 'maybe.'"

"You'd screw with my head? How convenient!" I wasn't going to bite. *"You could satisfy your blackmailer, and keep me from sniffin' around your dirty work at the same time!"*

"You're too smart for me kid. Water under the bridge," he said monotonously, as if to humor me in my delusion that I was human. *"Ya' ready to talk trade?"*

I approached with the incriminating disc. *"It got it all right here. Photos, files, the works. It ain't a pretty sight."*

"Ya' can't blame a guy for tryin' to better hisself," Guzza mused.

"Tryin' is one thing. Rippin' off speedloaders and sellin' the shit yourself? Farming out LPD weapons through black marketeers? Torching two pimps who wouldn't pay you off when you were workin' vice?"

"Hey! Those two had it comin'!" Guzza interjected.

"How long did you think it could last?" I couldn't believe the conversation I was having with this cretin.

"It finally reaches the point where you don't even THINK about what happened yesterday," he shrugged. *"Only what's comin' to ya' tomorrow. Twenty years on the job, kid, and nobody was gonna' touch me."*

"Is helpin' reps also part of the job?"

"I was gonna' whack 'em myself once the heat was off me. Tie up those loose ends."

Guzza was a real piece of work. *"Once I was outta' the way?"*

"Clovis is still gonna' come gunning for me, kid. You and Crys gotta' take him down, then my problems are over. Our problems are over. Then we can all live happily ever after."

A new voice cut through the darkness. "I see we were right to follow him, Sadik."

"Looks that way, mon," Sadik's voice agreed. I took the opportunity to pick up the ***briefcase****.*

"You might as well give it up, Clovis," Guzza said to the shadows. "You and your people don't have a chance!"

"We stand a greater chance of success than you, lieutenant." Clovis was always straight to the point.

"McCoy and I were just talking about how to get you guys out of your jam!" Guzza called. As if Clovis would fall for that after Guzza had just mentioned whacking all the reps not two minutes earlier.

CLUES

Guzza's Briefcase

The briefcase sits in front of Guzza and contains the info to clear your name.

CHOICE

Shoot Guzza

If you shoot Guzza now, the Replicants will consider you their "brother" and want to take you aboard the moonbus to escape.

I couldn't take Guzza anymore. I pulled out my blaster, aimed, and fired.

"Who the hell do you think you're kidding, McCoy?" Guzza's voice strained as he reeled from the blows. "You're gonna' fry!"

A few more shots sent the bastard hurtling into the green junk below.

"The hunter? He do us a favor, mon. He bagged us a traitor." Sadik marveled.

"Brother!" Clovis proudly announced from the recesses of the chamber. "You've killed a human! There's no going back now."

"Come out and show yourselves!" I hadn't done it to impress them.

"First thing's first," Clovis called. "You must decide where you belong, brother."

The sound of his voice was making me fell ill. "Stop calling me that!" I bellowed.

"You've wasted much precious time already. No more choices, Ray McCoy. Meet us at the Moonbus. Together we will face the tiger that waits in the night forest.

Let the Reps Kill Guzza

If you let the reps kill Guzza, you will need to RUN to the left exit and return to McCoy's apartment. In the tunnel, Clovis will grab McCoy through the bars and break his fingers. The moment he lets go, triple-click on the bottom of the screen to get away.

"McCoy and I were just talking about how to get you guys out of your jam! We came up with a plan! You gotta' show yourself firs, we gotta' do this in person."

A very distinct chuckle reverberated in the chamber. "And if I told you that Sadik has a pulse rifle trained right at your heart?"

"Without me, you fer sure ain't goin' nowhere!" Guzza's voice betrayed him. He was scared as hell.

"Lieutenant, we have EVERYTHING we need." Clovis' voice dripped with ease. "That doesn't include you." It was like a sleek fat cat toying with his prey.

"Too bad," Guzza muttered, understanding that his number was up. "We were becoming such good friends."

The sound of a high power rifle rang out in the chamber and echoed slightly.

"Whoever is born of mortal birth must be consumed with the earth. To rise, from generation three. Then what am I to do with thee?" Clovis hissed the last part.

With his last and dying breath, Guzza spat out the words of a true poet, "Kiss... my... ASS!" and plummeted into the green glowing drink below.

I, on the other hand, knew I was in danger of obtaining the same fate if I didn't run out the door to the left real quick.

"So. What shall we do with the detective?" I could hear the sneer in Clovis' voice as I

turned carefully on my heels. "He's been so persistent, so industrious!"

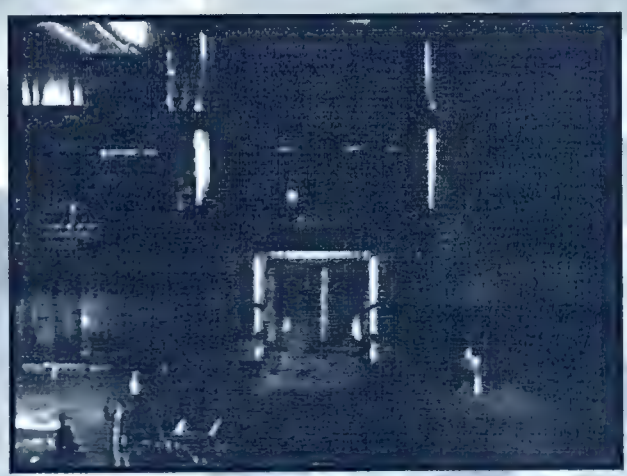
"You know wot I want...!" Sadik's voice trailed away as a ***bolted for the door to the left*** *and ran to the yellow elevator.*

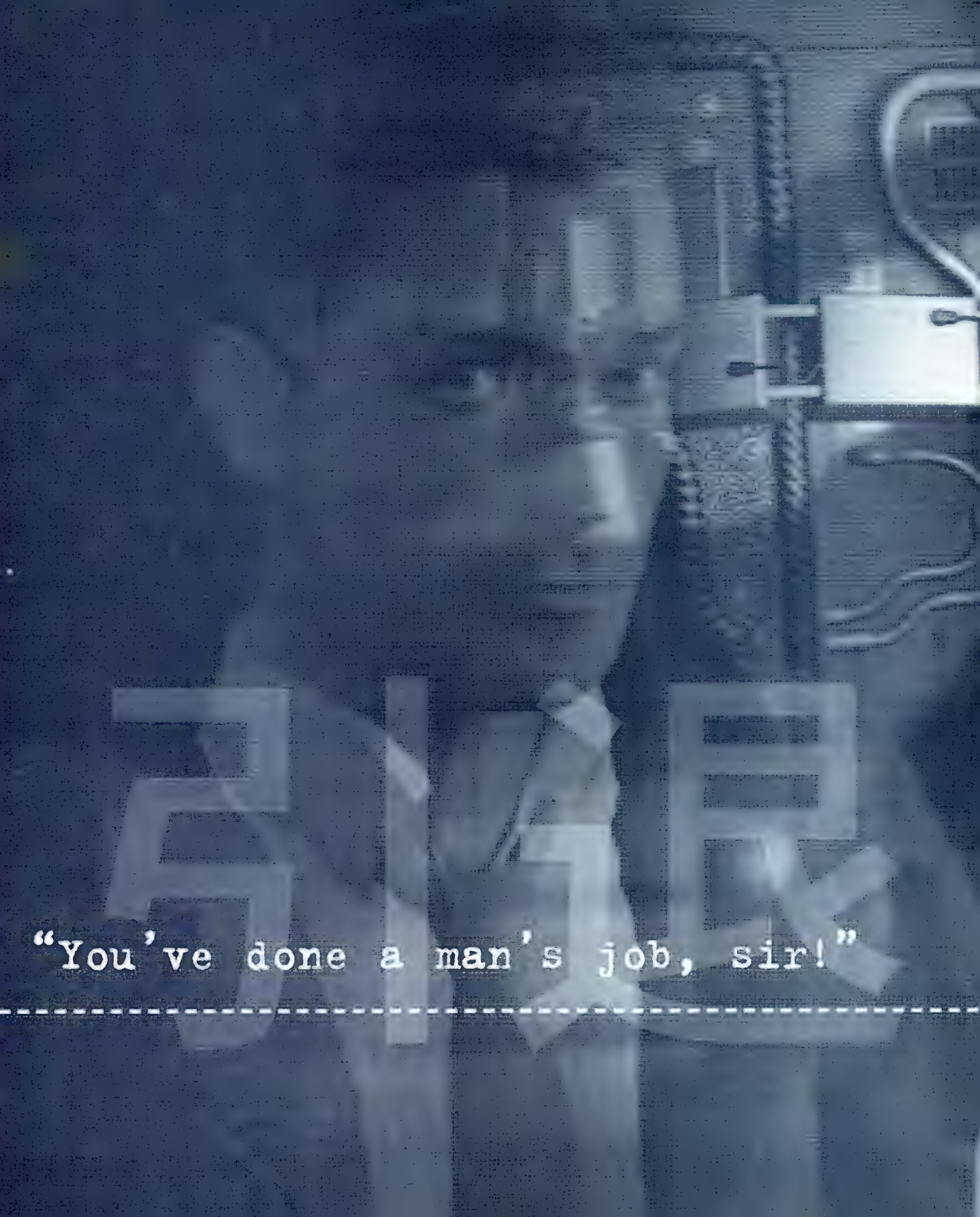
I ran ***down the ladder and into the subway tunnel to the left****. Just as I passed the bars, the figures of Clovis and Sadik appeared on the other side. I drew my blaster and tried to shoot, but Clovis calmly grasped my fingers and broke each one, saying quietly, "You're making my very unhappy, old friend."* ***The moment Clovis released my hand, I RAN to the south****.*

I doubt he was quite as unhappy as I was. I cradled my stinging and aching hand and wuffled as I tried to catch my breath, running down the tunnel to escape. Somehow, I made it ***back to*** *my* ***apartment*** *building alive.*

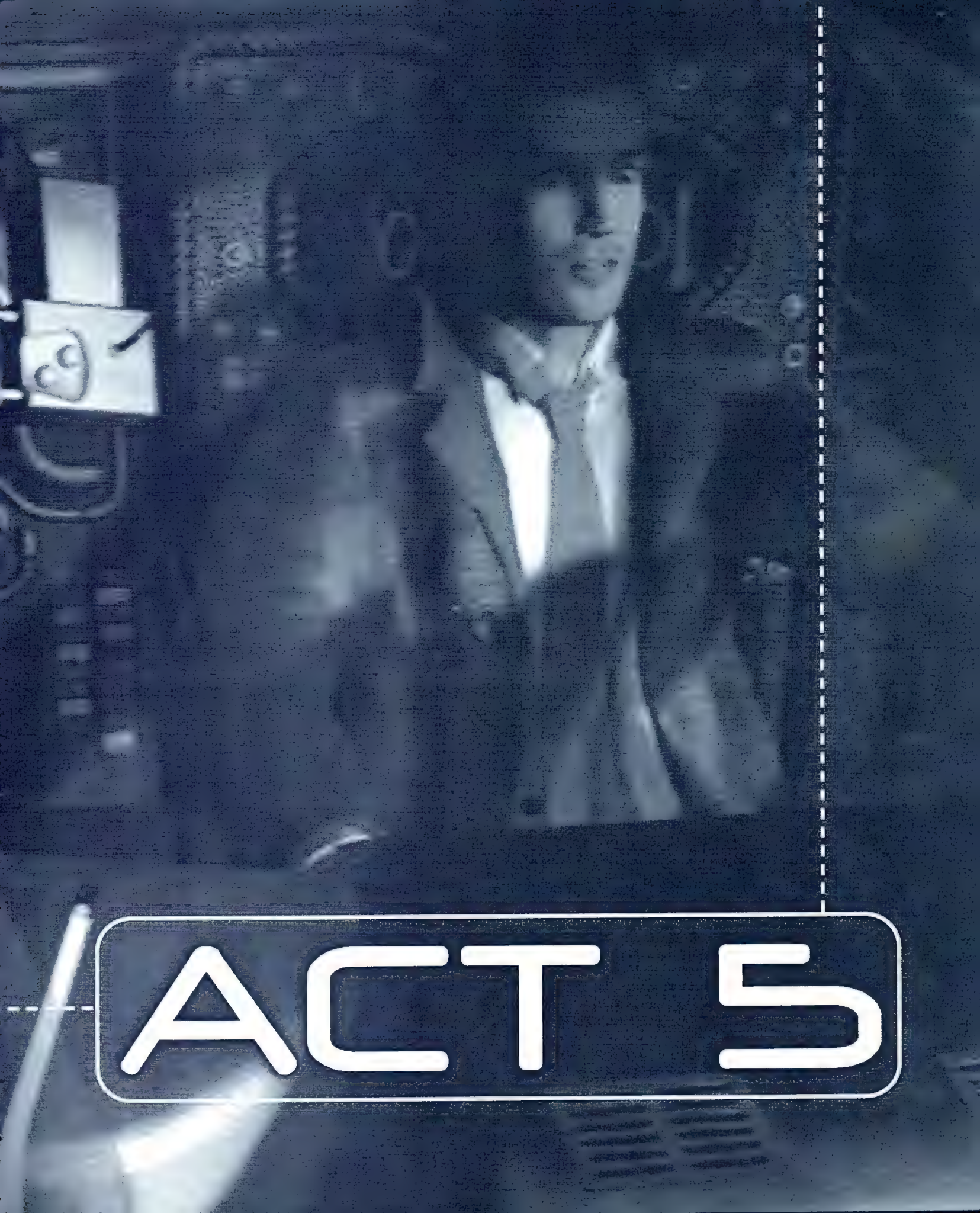
Gaff met me on the sidewalk. He wasn't there to arrest me or take me in. He was there to talk to me. His lasts words knifed through me. I'm not sure if it was because they could've been a threat or an important piece of advice.

"We don't live forever, do we?"





"You've done a man's job, sir!"


ACT 5

Act Five

(Final Act)

There are several permutations in Act 5, which is in itself the beginning of the end. A few factors remain the same, and then they branch drastically.

The guides below take you as far as either the point just before the cinematic, or to the point where you can choose to let the Reps or Crystal live or die.

McCoy's Apartment

The phone was ringing, but my first concern was Maggie.

Maggie's Not There

Guzza promised that Maggie was OK. Either he was full of crap or the reps had been here. That's the last straw, it's gotta end NOW. If even one hair on Maggie's body had been harmed, NO ONE was gonna' make it off terra.

Maggie's Dead

Oh... God, no! Maggie! There was a cigarette butt there to let me know who had done this. And now I hated Crystal so bad I could taste it. Maggie was an innocent. This had gone too far.

I answered the phone.

There are several people who can be calling:

Crystal

"Where ya' been, Slim? The boys told me you were kicked hours ago!" Crystal.

"My dog is still missing!"

"Cut the crap about the dog, OK? I got somethin' that'll REALLY rev you engines!"

"I'm all ears!" I said.

"I got a line on where the skin jobs are holin' up."

"Not the Yukon?"

"Yesterday's news. Remember Gaff was talking about that Moonbus massacre? I found out where they crash landed it. Five will getcha ten they'll be lickin' their wounds there."

"Excellent! Where do we go?"

"We? How about moi? Here's a hint, Slim. It's WAY the shit out in the Kipple. WAY WAY out."

"How're they getting into the city?"

"They've been accessing from an old sewer tunnel."

"We gonna' air out the reps together or what?"

"Mmm. I'm likin' your style more and more! First come, first serve. I share my bonuses with nobody. See ya' on the other side, Slim!"

After checking the photos on your Esper, you'll want to go to the Kipple.

Lucy or Dektora

She wants to escape with you. Check your photos in the Esper, then meet her at the Hysteria Hall Arcade.

Skip down to the section "Going to Hysteria Hall."

Clovis

"I see you survived." Clovis said quietly.

"No thanks to you!" I answered.

"Don't you think you'd already be dead if that's what I so desired?" Clovis definitely had a bad case of megalomania.

"Talking like a god, Clovis. Isn't that a little over the top, even for you?"

"Prometheus was chained to a rock and vultures pecked at his liver. I haven't quite had to suffer such ordeals, literally speaking, of course."

"Well, there's still time."

He laughed. "I'm calling to apologize, brother. I should've never recruited Guzza against you. I just had to make sure that your weren't going to betray us."

"He probably thought that HE recruited YOU."

"To be honest, we had a sort of a business relationship where our different interests converged. But he was never to be trusted. Not like you."

"I appreciate that."

"Is something the matter, brother?"

"My dog's been murdered."

"And does that not wet your thirst for vengeance? Come back home to us. We'll demand justice, and receive it!" Clovis' words were sinking deeper and my head was swimming.

"How do I know who I really am?" I asked, hands beginning to shake.

"Guzza must have programmed you as an experiment, to see if you could really act as one of them. He wiped out all of your memories of our time together. As soldiers during the Phobos Wars, the battle of the Gemini, fire fights on the top of the Olympus..."

"I don't remember," I groaned.

"But if you dig real deep and FEEL, you'll know it's real." Clovis was beginning to make sense. "It's a passage to freedom, McCoy. To your destiny. An underground railroad to carry you from bondage. We'll be waiting."

After checking the photos on your Esper, you'll want to go to the Kipple.

Checking the Photos in the Esper

Before I went anywhere, I wanted to check those last few photos I'd collected in the Esper.

Early Q' Nightclub Photo

There are two possible Early Q photos, and you'll only receive one or the other.

Dektora's Dressing Room

If you found the scorpion box at the Peruvian Lady's and traded Early Q a disc for a photo, this is the photo you'll get.

*I zoomed in on the **figure of the girl in the mirror. It was Lucy!***

*I also found the **flowers behind Clovis** to be of some interest. Flowers were extremely rare.*

Main Dressing Room

If you didn't find the scorpion box at the Peruvian Lady's and Izo's picture showed Dektora carrying a scorpion box, this is the picture you'll get:

*I zoomed in on the curious box on the floor. Just as I suspected... **scorpions**...*

*Then I zoomed in on the two embracing figures in the mirror. What a second... that's **Lucy and Early Q**! That sick bastard!*

To the Kipple

If you're going to the Moonbus to kill the reps or escape with them, this is what you do.

I had to get to the Kipple, so I took the elevator down to the ground floor, went down the manhole, and followed the underground passage to the stairway. The door in the upper-left was open, and that was the door leading out toward the Kipple.

This long passage led straight back.

Two huge mutant rats came running at me from the left, but I just ran to the left before they could catch up to me. I found myself in the Kipple.

Replicant Sympathizer

I had no way of knowing for sure, but I knew where I belonged. I began by running to the left and found a small walkway. I was about to step forward, but I noticed a wire running between two objects. When my eyes adjusted to the light, I saw that Sadik had wired the place with a bomb and trip wire to slow up any opposition. Just by noticing, I knew where to walk to avoid it. I drew my gun as I came out into the open, not knowing what to expect.

There was the Moonbus, but there was Crystal too.

"You almost got away with it, Slim. And I expected SO much more from you," she smirked.

"Why'd you have to kill her?" I said, my throat catching. Poor Maggie.

"Who, the mutt? The artificial pet of a Replicant? What'd you think I'd do?" I wanted to smack the sneer right off her face.

"Show some mercy?" The rage and despair were building up inside.

"Wow. I guess that's why you're there, and I'm here."

No heart. I'd known freezers with more feeling.

"Now, why don't YOU explain to ME what you're doin' out here, Slim? Maybe you can ease my suspicious mind."

"I'm just checkin' it out," I growled.

"Just doin' a little sight-seeing?" she got real quiet.

"That's right."

"Right," she laughed. "And not 50 yards from Clovis and the Moonbus ya' hijacked. You're not convincing me too good, Slim."

"You gonna' shoot me down right here?"

"It's as good a place as any. Maybe you wanna' go on the machine NOW? See if you can answer THIS question!"

She drew her blaster, but mine was already out. I shot as fast as I could and I won the

quick draw contest.

"That's for MAGGIE!" I thought to myself as walked to the left. ***Next to the white cables, I saw a power supply on the ground****. I brought it to the Moonbus, where I found Sadik trying to repair the left side. We talked for a bit and I gave him the power supply. Then I went into the Moonbus to see Clovis.*

Blade Runner

Crystal met me at the entrance to the Kipple. Together, we walked to the left into a small corridor leading to the Moonbus.

We didn't like the looks of things. Crystal thought it might be an ambush. Just as she started to walk forward, I ***tapped her on the shoulder*** *and said, "Wait!" I pointed out the bomb to the left in front of her. Crystal saw the bomb and we edged carefully around it and out into the open, where the Moonbus waited.*

MAGGIE! My dog was sitting near the Moonbus and I called for her. She sprang to attention and started come toward us, but Crystal saw something around her neck. The next thing I knew, the bomb attached to her collar blew. I felt my insides turn to jello. "How could they?!" I was aghast and quickly filling with fury. Those reps were GONNA PAY now!

"Let's attend to some business." Crystal said gleefully as she withdrew her blaster. There was no doubt, Crystal loved this job. She disappeared around the left corner.

I got the shakes looking at the place where my dog had been trotting so happily toward me. "Oh God, nooooo..."

"You like my present, mon?" Sadik's voice issued from the shadows.

"YOU BASTARD! SHE WAS AN INNOCENT!" I screamed with uncontrollable rage.

"She a fake, mon! A machine... like you! Tyrell, he make them... more doggie than dog, you know?"

"That-that's a lie!" I stuttered, yelling to the darkness.

"You don't remember it, I'm taking? None of it! Them false memories! They

REALLY worked ya good!"

"Come on out and show yourself, you COWARD!"

Sadik came running out and without pause, I drew my blaster and fired until the sorry bastard went down.

I approached the Moonbus, seeing red. Crystal came out.

"I'm finishing this alone, Steele."

"No chance," She replied coolly.

"The bastard killed my dog." I said loudly, in case she missed the conviction in my voice the first time. "He tried to convince me I wasn't human."

"The job ain't about revenge, McCoy."

I really didn't give a shit what Crystal had to say. "If it's the money you're worried about, you can have it! I'm doin' this one ALONE."

"You're a stubborn son-of-a-bitch."

I normally might've been amused by the irony of Crystal telling ME that.

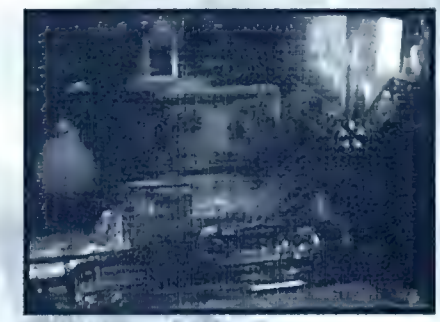
"Look, I'll give ya' two minutes," she said, "that's all."

I went in.

Clovis lay dying on the cot, reading a book.

Going to Hysteria Hall to Meet your Love Interest

I took the elevator to the ground floor and entered the sewers.

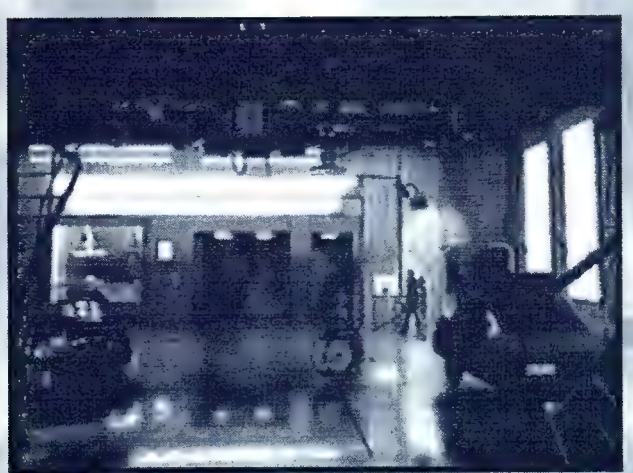


I made my way to the intersection, then turned right and went up the short flight of stairs in the northeast wall. Past the chair and out to the right, I entered the subway and went straight back until I saw a crashed van.

The way out was through the hole in the upper-left wall.

The spiral staircase led up to Crazy Larry's.

She leaned up against the column in front of the arcade. I was never happier to see anybody.



We talked for a few minutes, but I had to hurry her up. We went into Larry's to bargain for a car.

"Howzit goin', Ray?" Larry greeted us. So we were on a first name basis? "I thought you was gonna' arrest her," he added in a lower voice.

"You don't get paid the big bucks to think, Crazy. Any of your spinners up and running?" I was in a hurry to leave before Crystal caught wind of us.

"Uh, sure, got one up on the roof," he said, obviously confused. "A real beaut. Ain't a cheap ride though, I'll tell ya' right now."

"I gotta' take it for a test drive." I said. I knew this was wrong, but if we didn't get going, we wouldn't live to regret it. The whole force was probably on our tails.

"Ray," Crazy began uneasily, "I always liked ya'. True, I hardly know ya', but you seem like a stand-up guy. Eventually, when this fiasco is all over and done with, I know you'll get me on the come, right?"

He saw right through me. "You're a stand-up guy, Crazy!" I smiled.

"That I am." He smiled back, handing me the keys. "You want me ta' tell your friend where you're goin'?"

"Friend?"

"Ya' know, the doll with the cigarette? She told me you were in trouble and she wanted to help. What should I tell her?"

"You tell her we're headed south!" I said adamantly.

"10-4!" Crazy nodded and wheeled off to the left.

We headed up to the roof and were just about to get in the car when a familiar voice sent a shock up my spine.

"Evenin', Slim." Crystal. "Thanks for bringin' her here. Makes my end a helluva lot easier."

"You're the coldest person I've ever seen when it comes to killing."

"I'll take that as a compliment."

"How did it feel to kill an innocent animal?"

"WAKE UP, Slim. The mutt was a Replicant... just like its master."

"Bullshit!" I could feel the hate boiling to the surface and my trigger finger getting itchy.

"You're more confused than the damn dog was when I pulled the plug."

"She was REAL Steele. No two ways about it."

"Nobody gives a damn. All three of you will be nothin' but a memory anyhow, and I'll be a rich lady."

She ran toward us, drawing her gun.

No such luck, bitch. ***I drew out my blaster and shot until Crystal was a memory in her own right.***

"Nice shot there, Slim," she choked.

"You couldn't leave well enough alone."

Crystal half-laughed. "I'll see you again, REAL soon. Oh, I forgot. You reps don't have a soul!"

I let her die, drowning in her own hate.

Crystal had shot up the spinner, so we had to go downstairs for a ground car.

"It's all over, McCoy! Ya' got nowhere to go and no hostages!" The policeman yelled. I couldn't tell where the voice was coming from. "You got two minutes, then we're gonna' clear you out!"

She had a bomb and was ready to blow us sky high, but I came up with a better plan.

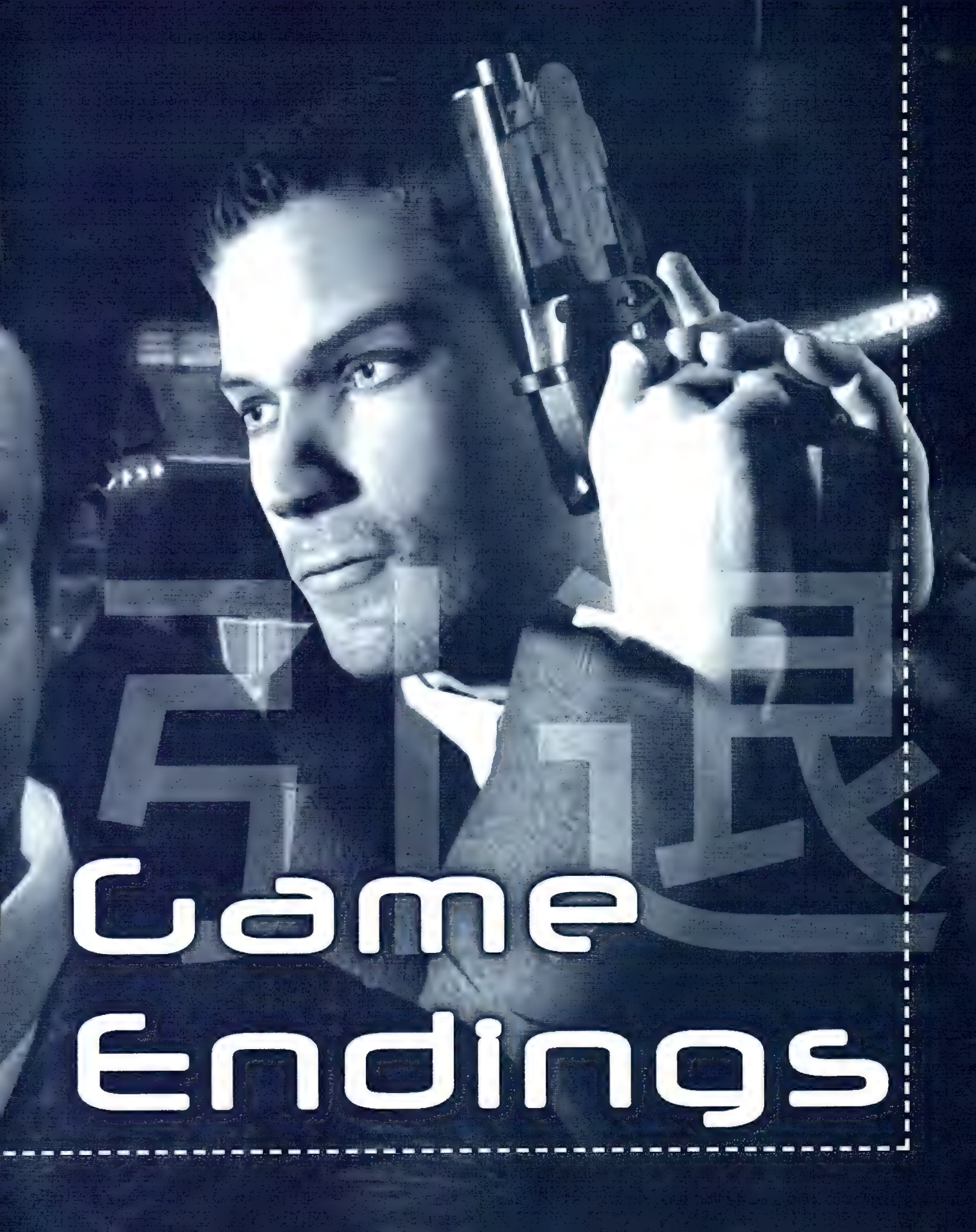
Thinking quickly, ***I ran to the control panel to the left and hit a few buttons.***

"I'm gonna try to get the floor open. Arm that thing alright? But WAIT for my signal before you drop it in!"

The floor opened up and I yelled "NOW!" as the giant magnet came and picked the sedan up. It was lowered into the tunnel, and ***I ran to the white control panel against the wall on the other side of the room to hit a few more buttons.***

We went down a level or two and saw the hurt cop on the ground. He threw a few last minute insults as us as we got into the car and drove through the tunnels to freedom.

"I want more life..."



Game Endings

Game Endings

There are effectively six endings with 12 permutations. The choices you make with the randomly chosen characters determines which path you end up with.

Ending One:

Escape with a Daughter Figure or Love Interest

- *McCoy escapes in a car with Lucy, who is human.*
- *McCoy escapes in a car with Lucy, who is a Replicant. He has no DNA information and, therefore, can't reconstruct her DNA to shut off the four year life span limit. They don't know how long they'll be around, but they're free.*
- *McCoy escapes in a car with Lucy, who is a Replicant. He has obtained the DNA sequencing information and, therefore, has a chance of saving Replicants from their four year life span limit.*
- *McCoy escapes in car with Dektora, who is a Replicant. He has no DNA information and, therefore, can't reconstruct her DNA to shut off the four year life span limit. They don't know how long they'll have together, but they're free.*
- *McCoy escapes in a car with Dektora, who is a Replicant. He has obtained the DNA sequencing information and, therefore, has a chance of saving them from their four year life span limit.*

Ending Two:

Always Follows Any of the Ending One Sequences

Clovis is dead on the Moonbus floor. Next to him is a small origami animal, Gaff's infamous calling card.

Ending Three:

Alone

McCoy is unable to save Dektora/Lucy from Crystal and escapes in a car alone.

Ending Four

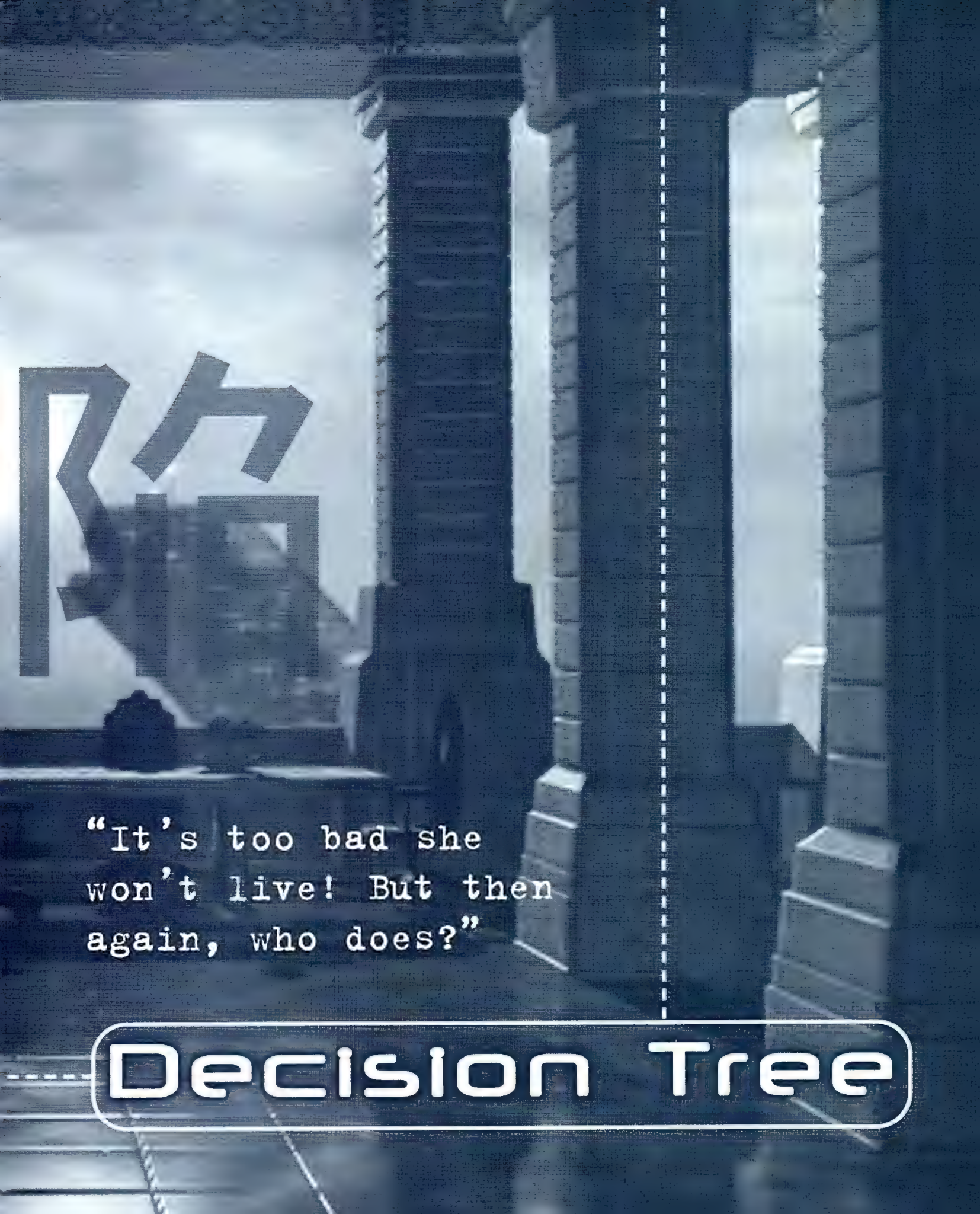
- *McCoy escapes in the Moonbus with Clovis and Lucy.*
- *McCoy escapes in the Moonbus with Clovis and Dektora.*
- *McCoy escapes in the Moonbus with only Clovis.*

Ending Five

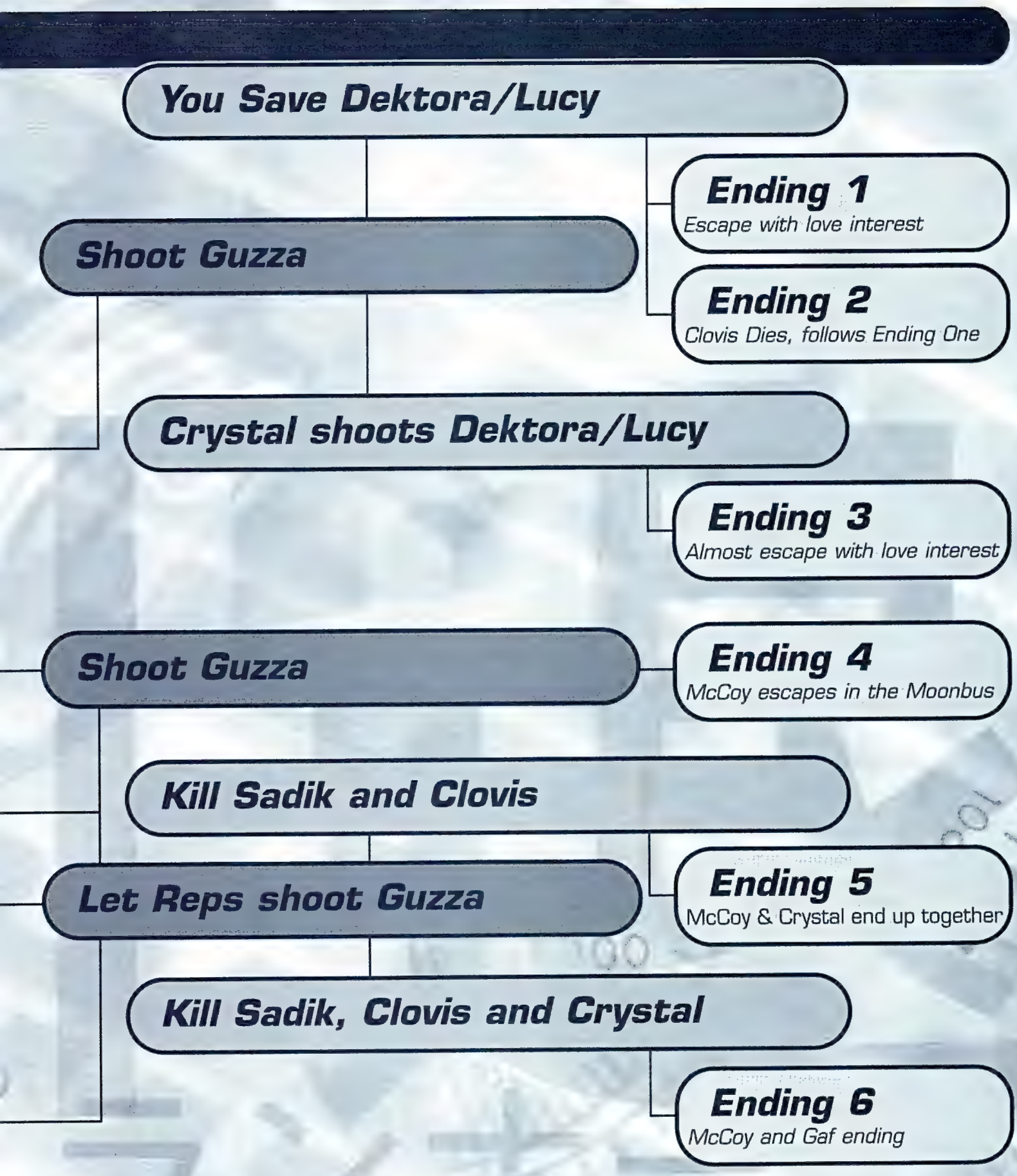
McCoy and Crystal walk off together into the slum-set of the Kipple. (Thanks to the Westwood Test Dept. for that fun description... How romantic!)

Ending Six

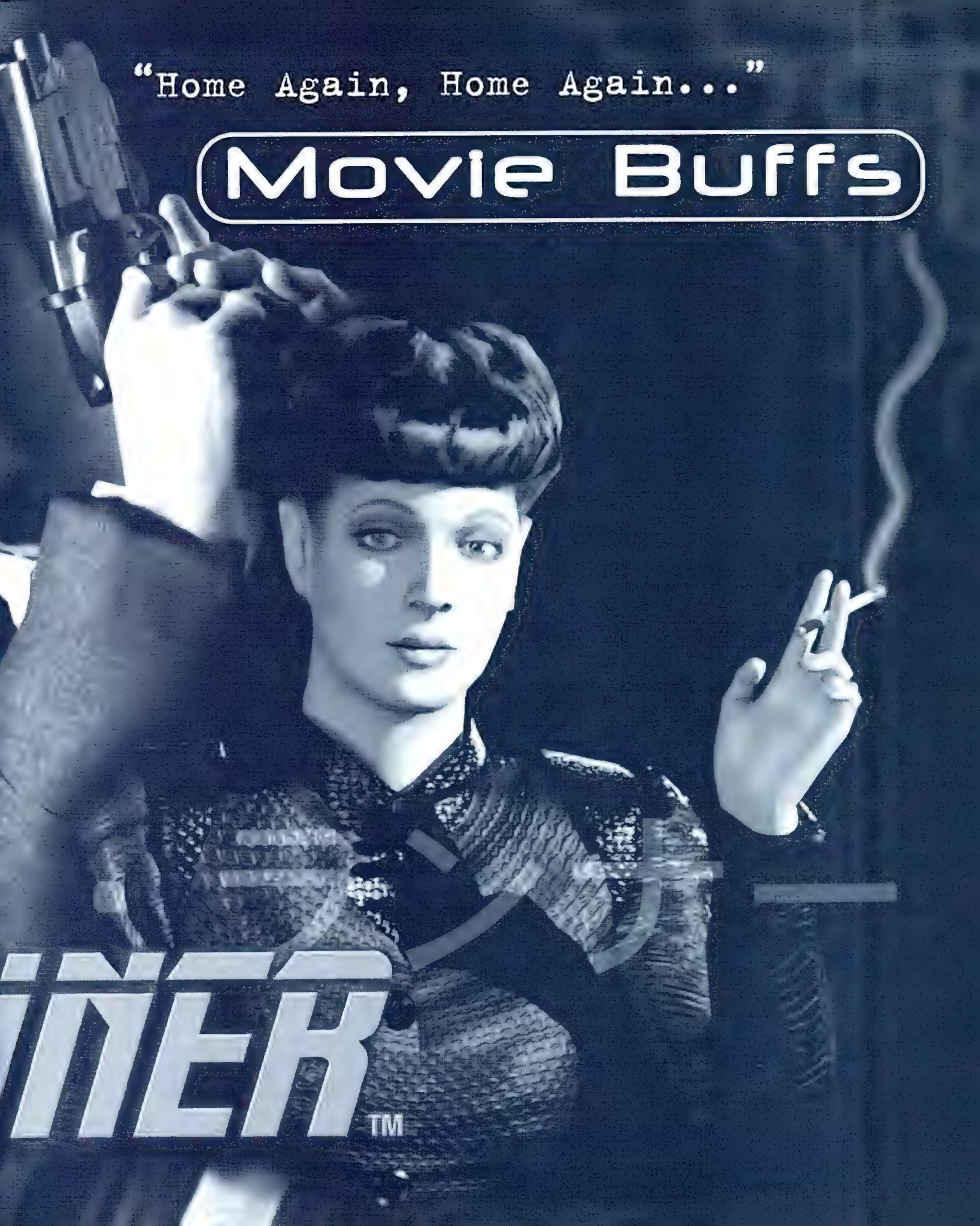
McCoy and Gaff are alone in the Kipple.


"It's too bad she won't live! But then again, who does?"
Decision Tree

DECISION TREE


You Save Dektora/Lucy
Ending 1
Escape with love interest
Shoot Guzza
Ending 2
Clovis Dies, follows Ending One
Crystal shoots Dektora/Lucy
Ending 3
Almost escape with love interest
Shoot Guzza
Ending 4
McCoy escapes in the Moonbus
Kill Sadik and Clovis
Let Reps shoot Guzza
Ending 5
McCoy & Crystal end up together
Kill Sadik, Clovis and Crystal
Ending 6
McCoy and Gaf ending

BLADE RUN


"Home Again, Home Again..."
Movie Buffs
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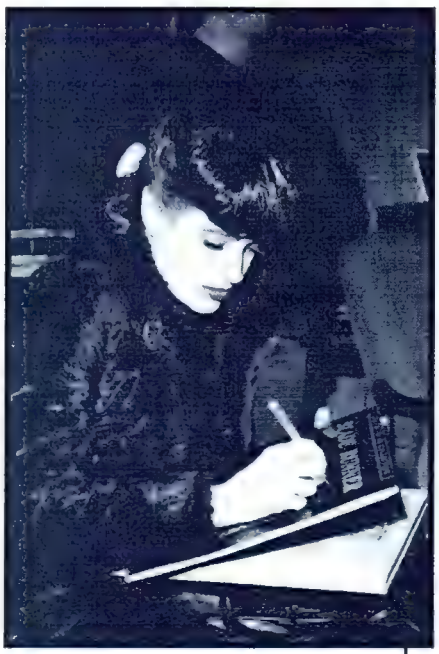
Fellow *Blade Runner* Movie Buffs

If you're looking for the nooks and crannies in the game that bear resemblance to the movie, this is the chapter to read! Just be forewarned: If you *haven't* played the game yet and don't want anything revealed, you may wish to wait before reading this chapter!



Characters

The following actors reprised their movie roles for this game. In addition to performing the voice-overs, they were also filmed by round-the-head cameras. *Highlander* fans will be interested to know that Clancy Brown, who played Kurgan, was also used for voice-overs.

Those actors who participated include:

Sean Young as **Rachael**

Brion James as **Leon**

James Hong as **Chew**

Joe Turkel as **Eldon Tyrell**

William Sanderson as **J.F. Sebastian**

References to Deckard

Although Deckard is never actually seen in the game, your character is always just missing him as he goes through the motions of his own perplexing case:

- ***Act 2:*** *McCoy narrates,* "Rachel was her name. She made it clear that I was to speak with her because Tyrell was too busy, and had already met with another Blade Runner that day. Just my luck." *This refers to Deckard's visit to the Tyrell Corporation in which he performs a VK test on Rachel.*

- ***Act 2:*** *McCoy recounts,* "Then I heard a new voice from behind. 'As I explained to Mr. Deckard earlier, I've given the Nexus 6 a past.' [the voice belonged to] Tyrell." *This is a reference to the point in the movie where Tyrell explains to Deckard why it was so difficult for the VK test to determine that Rachel was a replicant.*

- ***Act 3:*** *Izo's Picture of McCoy (Version 2, without Dektora)—Snake Scale in Deckard's hand. Photo is called "Strange Scale."*

  "...One of yer own invaded my property. Bad haircut, stupid coat—the other guy,' he nodded. What other guy? Maybe he was talking about Deckard. That vet blade runner had been all over the city today, almost always one step ahead of me."

- *McCoy reports,* "Next, I paid a visit to the Fish Lady on Animoid Row to ask about that scale I'd found at Leon's. She took one look at the scale and said something like, It just like I told the other one! It's a snake scale!"

  "What other one?" [McCoy asks]

  "The police man," she replied.

  "How did she know I was a policeman? 'You wander around with confused look on your face!' She directed me to Hasan's for more information about the scale."

  This excerpt of game dialogue refers to the scale that Deckard found in the bathroom during his search of Leon's apartment.

References to Deckard and Holden

- ***About Holden's Badge:*** "I found Holden's badge."

  "Damn. Lemme' guess, you found it in that hotel down in Chinatown." *Guzza sat down wearily in his chair.*

  "Yeah. Someone from the department had already been through the room. Guess they just missed it."

  "That's the old-timer's case. The one we brought back on contract. Bryant's got faith in this guy, but I gotta wonder about any son of a bitch who can miss a badge in a room that small! Listen, Deckard. He feels too much, ya' know? He's too far along the curve."

  "Did he retire the Rep who shot Holden?"

  "Bryant said he did, yeah. I guess he's getting the job done. Holden'll be glad to get this back, kid. Ya' done good."

- **Bullet Bob's, Act 2:** "Bob was semi-concerned that he didn't know me, but I told him I was new. He replied that he was, 'kinda friends' with Davy Holden."

Familiar Faces

Chew

Remember the Eye Works? When you find Chew, he's still busy whipping up a fresh batch of Nexus 6 eyeballs. Not too much later, Leon and Roy Batty are going to pay Chew a visit.

Fish Lady

This lady really knows her fish. If you bring the scale from Leon's bathtub to her, she'll tell you the same thing she told Deckard not too much earlier, *This not fish scale. This SNAKE scale!*

Movie Buffs

Sean Young signs an autograph for a devoted Blade Runner fan. Sean played Rachel in the Blade Runner Movie as well as the Westwood Video Game.

Gaff

Gaff was Bryant's snoop in the movie, always keeping tabs on Deckard and following him from place to place. Gaff doesn't seem to have as much time for McCoy as he does for Deckard, but he's sure to drop in from time to time for a word to the wise and a verbal jab or two.

Pay attention to Gaff's calling cards, the origami figures he leaves in the different endings. They have meaning just as they do in the movie. If you kill Guzza, Clovis' words are *"Together we will face the tiger that waits in the night forest."* You may find a tiger. Gaff may also leave an origami dog, which may point back to what Gaff knows about you and your dog, Maggie.

Hasan

When you arrive to interrogate this replicant snake peddler, Deckard has already given him a pretty hard time about the snake scale he found at Leon's. As you'll soon discover, Leon's girlfriend, Zhora, bought her exotic dance partner from Hasan.

Howie Lee

Although he was called Sushi Chef in the Blade Runner movie credits, all movie fans will recognize this infamous outside sushi bar and its owner. In the movie, Deckard is found relaxing here by the LPD as he muses that his wife used to call him Sushi, cold fish.

Leon

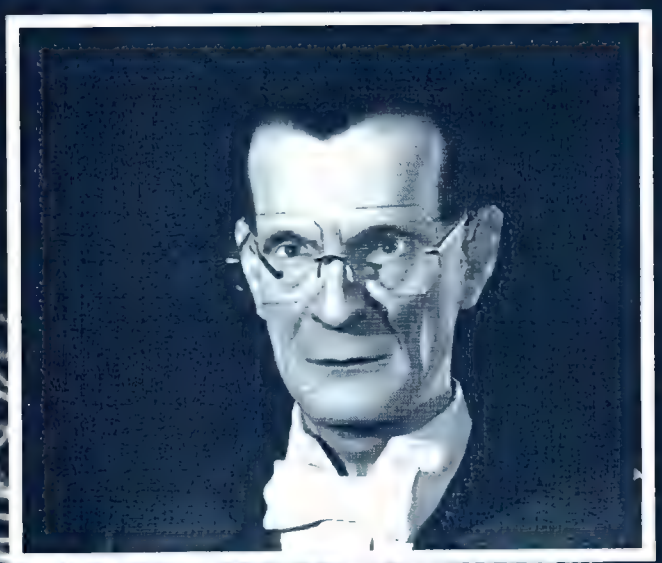
EVERYONE remembers slower-than-molasses Leon. Generally found lurking over Roy Batty's shoulder or throwing jaw-breaking punches, Leon is the replicant who is discovered near the beginning of the movie when Holden goes into the Tyrell Corporation to VK all of the new employees. Who can forget Leon's infamous quotable, *"My mother? Lemee' tell ya' about my mother."* That's why all Blade Runner fans will chuckle as Leon tells McCoy, *"Oh. No, I ain't seen no one like that. Look, my mother's waitin' for me."*

Rachael

Rachael is the object of Deckard's desire, whether he likes it or not. And Rachael is a replicant, whether she likes it or not. But as McCoy, all you know is that Rachael is Tyrell's assistant. She's rather direct with her opinions, isn't she?

Movie Buffs

Many of the original actors from the Blade Runner movie had their faces computer mapped for the game.



J. F. Sebastian

Sebastian is a whimsical guy for whom you almost always have to feel pity. J.F., as you may recall, is suffering from Methuselah Syndrome, or as Pris likes to say, accelerated decrepitude. And by the way, he is currently hiding Pris in his home, so he'd really rather you didn't go hunting through his personal space just now. He's also very touchy about talking to Blade Runners, so try to be polite when you're fishing for answers from this guy. Sebastian is one of the few people who Tyrell will let into his highly protective bubble. J.F. is fond of telling everyone he meets, "*I'm not sure anyone really knows him, but I can tell you this: He's a great man, and a brilliant genetic designer. Dr. Tyrell and I play chess every week. I've only beaten him once.*"

Tyrell

"Indulge me."

What can you say about this man? He's obviously a wealthy genius, but how could a such a man believe that his children wouldn't come to their creator with in search of answers? He's too busy to worry about that right now. At the moment, he's trying to coerce the Governor into legalizing replicants, to what end we're not sure. And Deckard has already visited him per his request, letting Tyrell play a sick little joke at Rachael's expense by revealing her true inner workings, unbeknownst to replicant Rachael. It's a good thing you'll get a chance to talk to this great man before Roy Batty and Sebastian pay him a visit later this evening.

Familiar Sights and Sounds

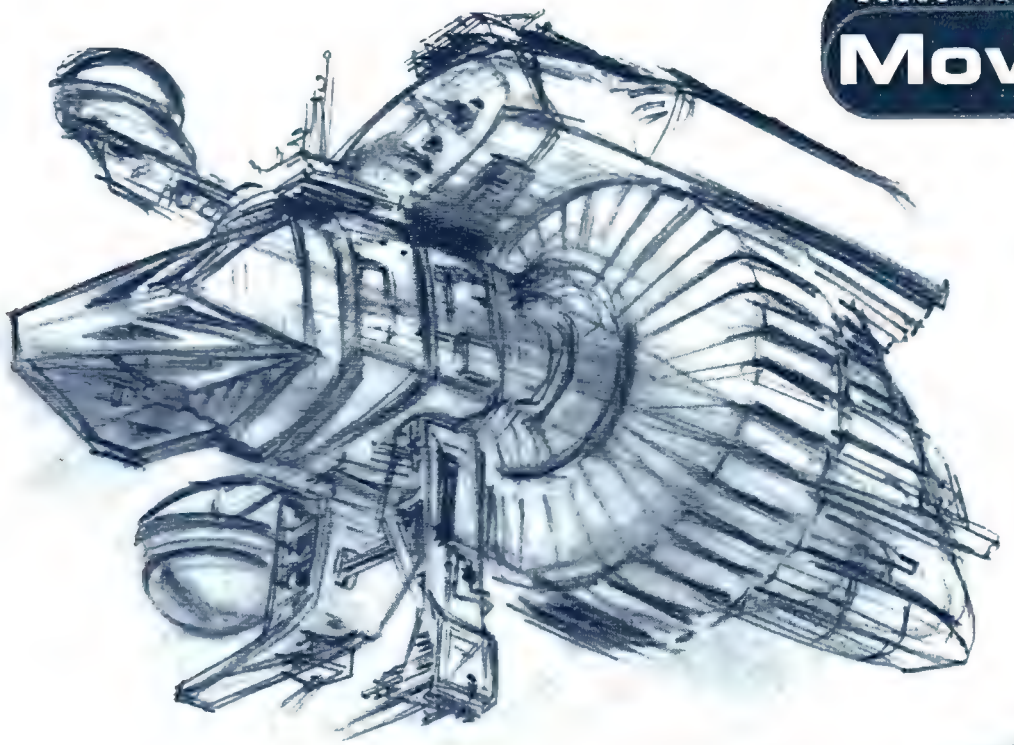
Police Station

The good ol' LPD Headquarters—they're EXACTLY as they appear in the movie, right down to the way the camera drops from the lobby right into Guzza's office. Too bad you never catch a glimpse of Bryant wandering through.

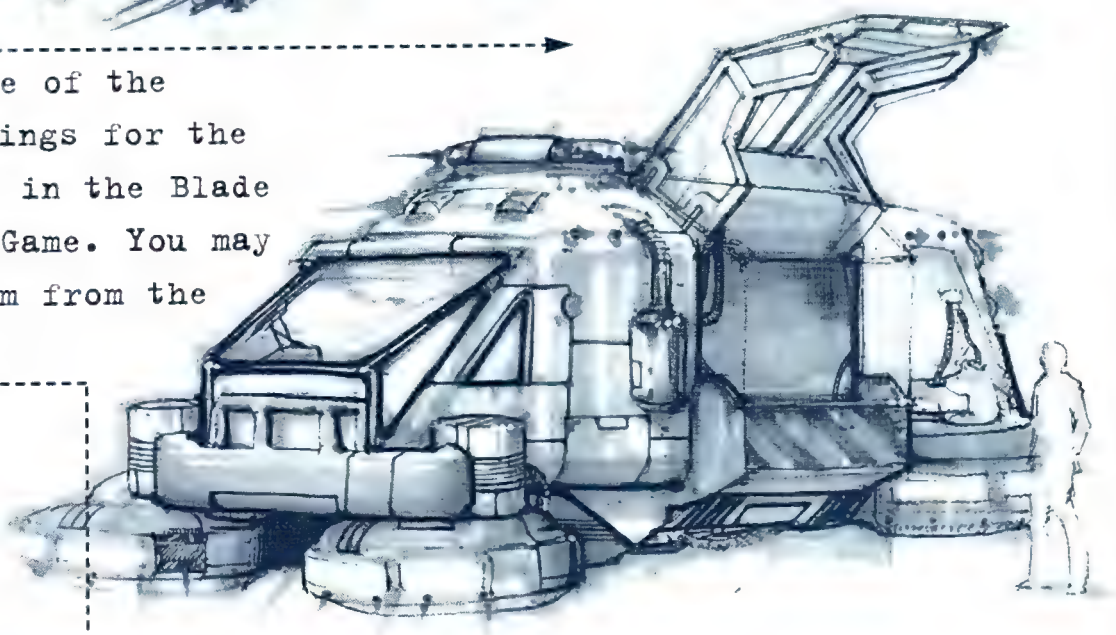
Howie Lee's Sushi Bar

This scene is eerily realistic and straight out of the scene where we're introduced to Deckard. Even the blue neon dragon above the bar is making the familiar Bzzzzz, bzzz. Bzzzzz, bzzz.

Movie Buffs



These are some of the original drawings for the vehicles used in the Blade Runner Video Game. You may recognize them from the movie...



DNA Row

Once again, the artists have perfectly captured the movie. Even the bicyclists in the china hats make a guest appearance when McCoy's Spinner drops into a parking spot.

Eye Works

Floating eyeballs in several aquariums and Chew at his equipment and microscope. All that's missing is Leon sticking his hand into that vat of liquid nitrogen and Roy taking a very threatening pose between Chew and the door.

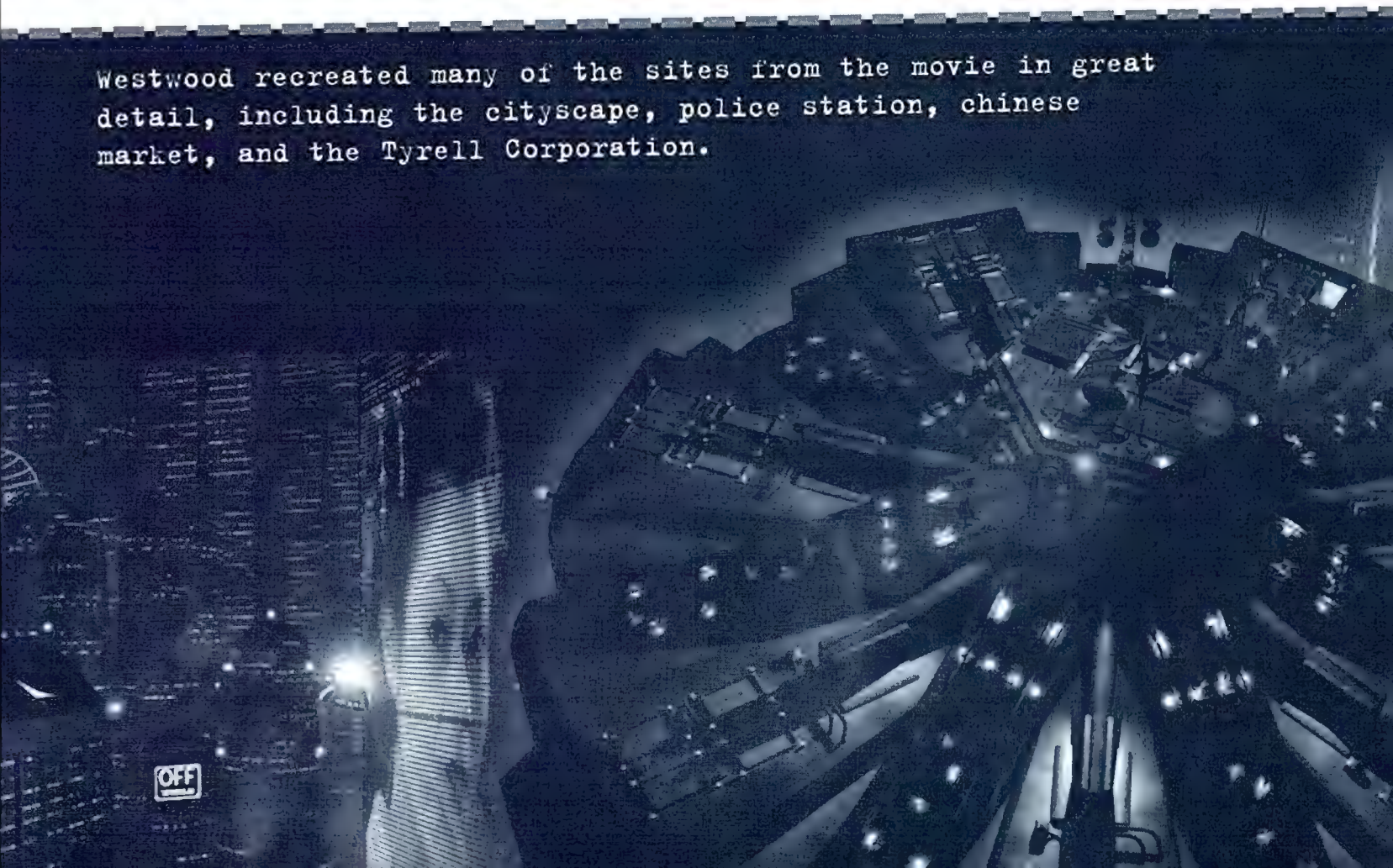
Tyrell Corp.

This is really one of the most beautiful scenes in the game, as well as the movie. The Spinner flying toward the building is just breathtaking. And the room in which Rachael, Tyrell, and McCoy discuss the replicants is a work of art. You'll know Tyrell is approaching when he sets the windows to drop their virtual curtain of darkness.

Yukon Hotel, Leon's Room

This tiny hotel room has already been ransacked by Deckard, but just being here and getting to check after the legendary Deckard will give any Blade Runner enthusiast goosebumps!

Westwood recreated many of the sites from the movie in great detail, including the cityscape, police station, chinese market, and the Tyrell Corporation.



J.F. Sebastian's

There's nothing one can say about the Bradbury hotel except that it was recreated to perfection. Take the elevator to the second floor, and you'll get chills. The roaming spotlights reflecting in the puddles, the stairway, it's all just eerie and a little too real. J.F.'s apartment is the same.

Go through the foyer into the room with the toys and mannequins. You can closely inspect the far corner and the area where Pris demonstrates her agility and then submerses her hand into the boiling water.

Remember this place? Later on in the day, Deckard is gonna' be in a whole lotta' trouble as he hides in here. Roy really uses his head (on the tile above the sink) just to scare the crap out of Deckard.

One of the most touching scenes of the movie takes place up here. Notice that McCoy breaks out the windows of J.F.'s armoire to get up here. Deckard will follow McCoy's lead later on and use the armoire ladder to escape Batty.

Japanese Commercial On Building

This familiar image just goes without saying. It's recreated here with excellence, pixel for pixel.

OffWorld Colony Blimp

Its sound can be heard virtually everywhere in the game, but it's most audible at the beginning of Act 3, when McCoy is tied to the chair in the Yukon motel.

Taffy Lewis' Place

Zhora makes a living dancing here with her snake. It's from this very place that Deckard calls Rachael on the Vid-Phone to talk her into having a drink, but as we all know, Taffy's just isn't the type of place she would ever go. McCoy has to chase Gordo to this night club. In Act 3, If Gordo's a human, the following exchange takes place: "*Gordo started asking me how I would know the difference between a rep and a human. He described a dancer named Zhora who used to dance there and had just been retired. What if he was rep? I replied, Is that some excuse for your lousy act?*"

Dektora's Room, the goofy voice

This scene will make Blade Runner devotees laugh. McCoy uses the goofy voice to disguise his true identity just as Deckard does when trying to weasel some information out of Zhora. Too bad it never works on anyone. Must be some basic training thing at the Blade Runner academy.

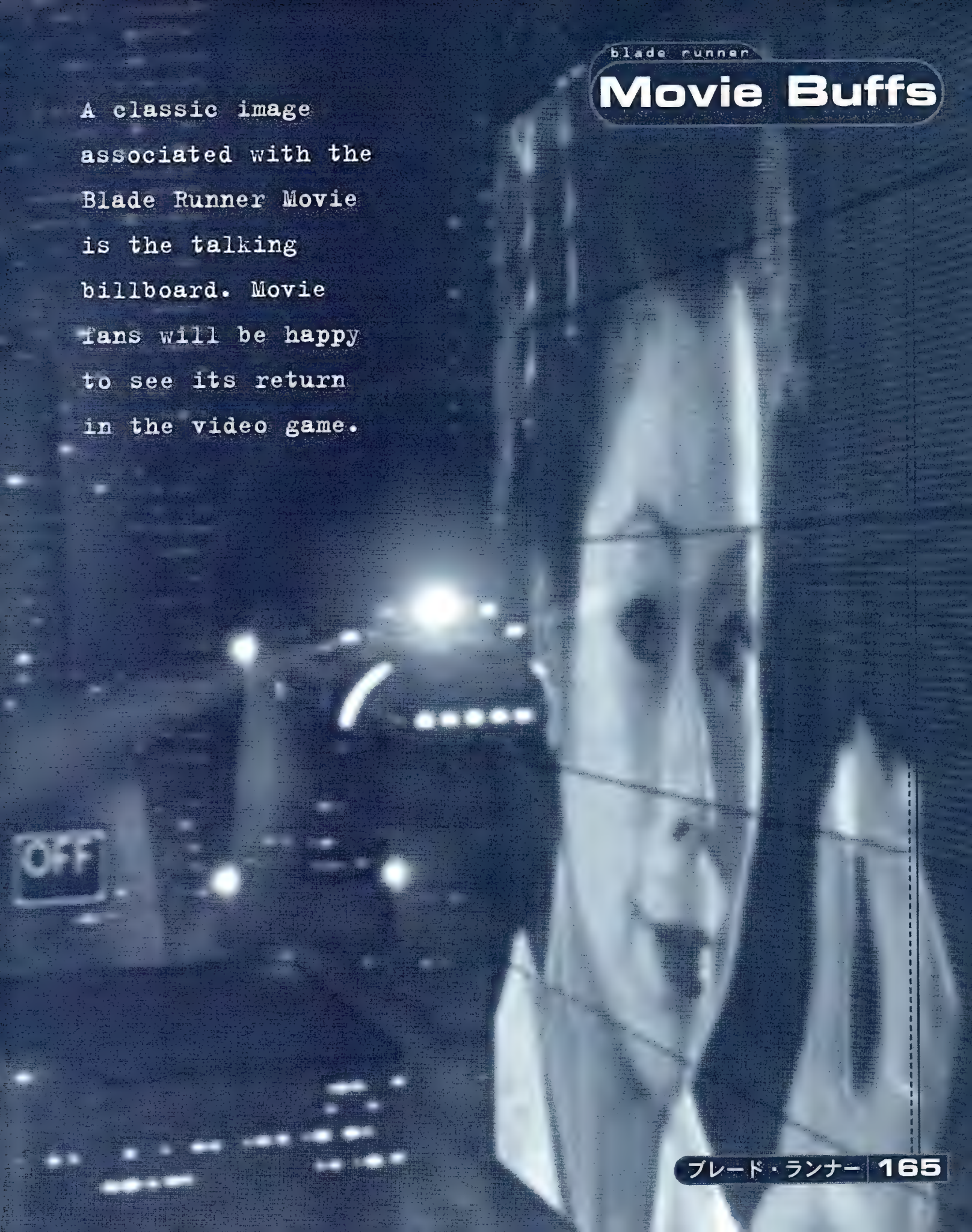
Music

There are several places in which the music is perfectly emulated from the original soundtrack, but here are a few places to listen for special music.

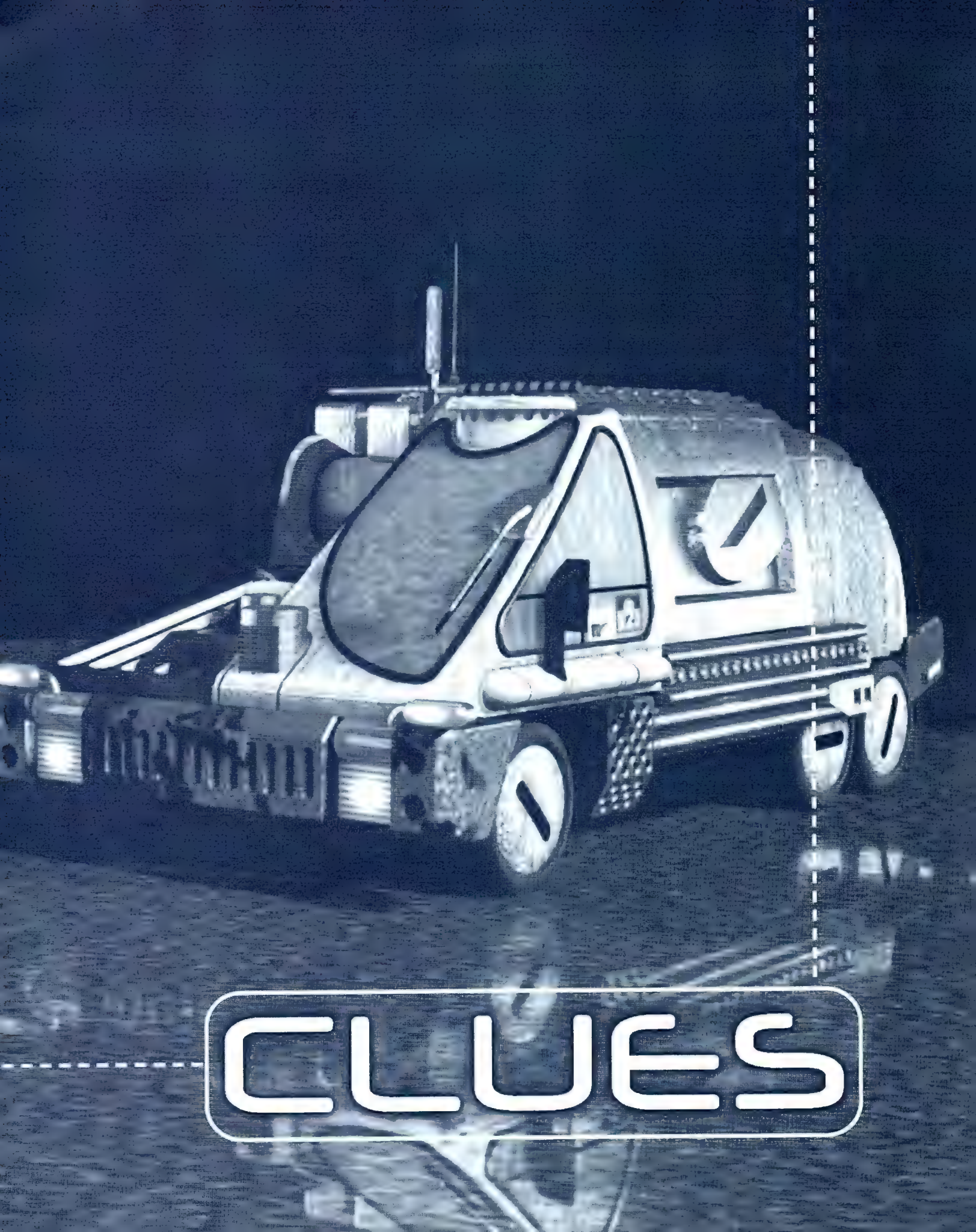
- *In Hawker's Circle at the China Bar, the music playing is called* One More Kiss, Dear. *This is featured in the movie, directly after Zhora is shot and Deckard spots Rachael in the crowd.*
- *In Hawker's Circle at the Green Pawn, the music which plays is the same music playing in the movie at Hasan's Reptile Shop.*
- *If you get to drive off with a love interest, the Rachael and Deckard* Love Theme *plays.*

Movie Buffs

A classic image associated with the Blade Runner Movie is the talking billboard. Movie fans will be happy to see its return in the video game.



"It's not an easy thing to meet your maker."


CLUES

CLUES

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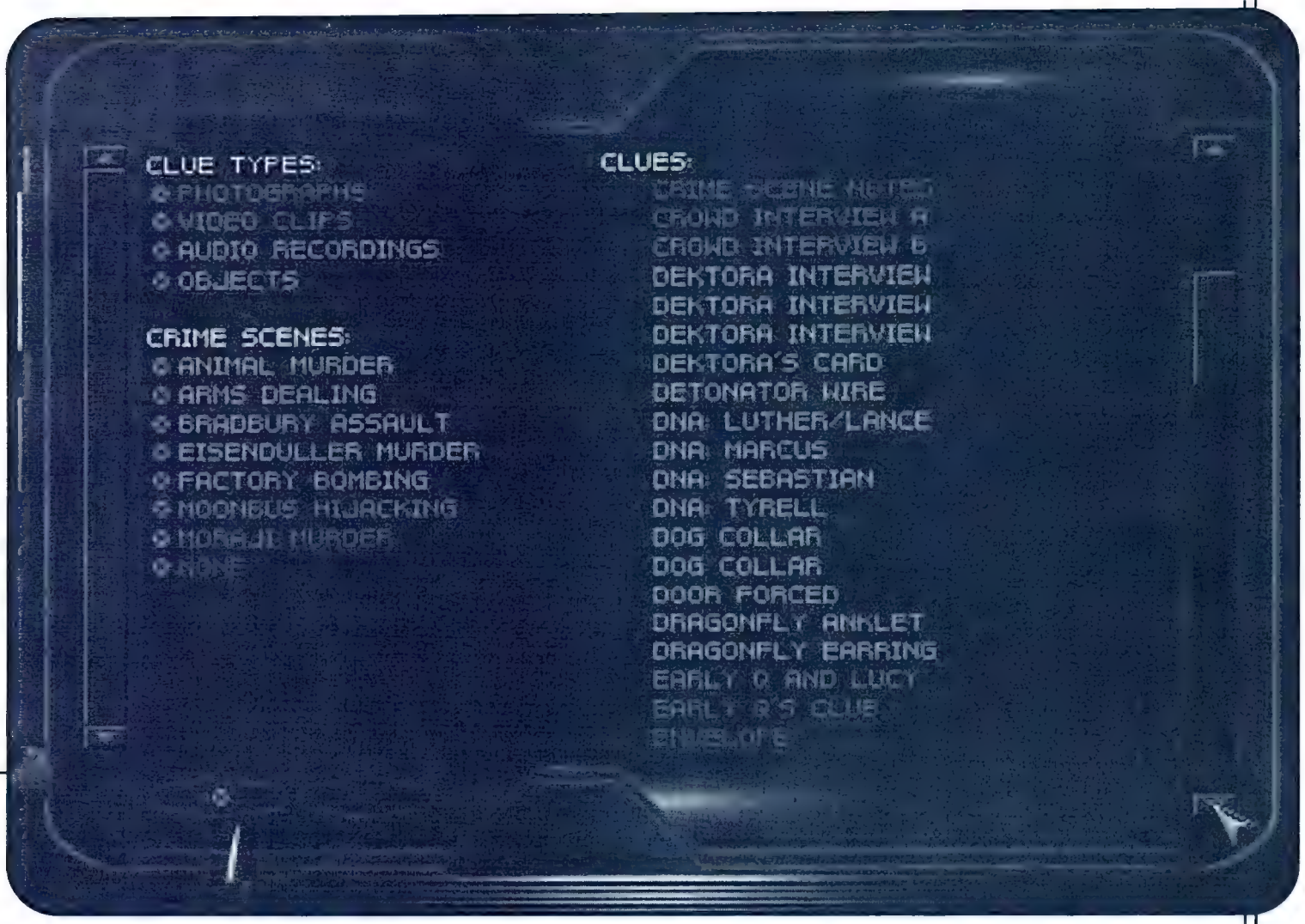
CLUE TYPES:
- PHOTOGRAPHS
- VIDEO CLIPS
- AUDIO RECORDINGS
- OBJECTS

CRIME SCENES:
- ANIMAL MURDER
- ARMS DEALING
- BRADBURY ASSAULT
- EISENDULLER MURDER
- FACTORY BOMBING
- MOONBUS HIJACKING
- MORAJI MURDER
- NONE

CLUES:
- [illegible]
- ANIMAL MURDER SUSPECT
- ANSWERING MACHINE MESSAGE
- ATTEMPTED FILE ACCESS
- BOB INTERVIEW
- BOMBING SUSPECT
- BRIEFCASE
- CANDY
- CAR COLOR AND MAKE
- CAR REGISTRATION
- CHEESE
- CHEW INTERVIEW
- CHINA BAR
- CHINA BAR SECURITY CAMERA
- CHINA BAR SECURITY DISC
- CHINA BAR SECURITY PHOTO
- CHOPSTICK WRAPPER
- CHROME DEBRIS
- CLOTHS AT MOONBUS
- [illegible]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NONE
CLUES:
CRIME SCENE NOTES
CROWD INTERVIEW A
CROWD INTERVIEW B
DEKTORA INTERVIEW
DEKTORA INTERVIEW
DEKTORA INTERVIEW
DEKTORA'S CARD
DETONATOR WIRE
DNA: LUTHER/LANCE
DNA: MARCUS
DNA: SEBASTIAN
DNA: TYRELL
DOG COLLAR
DOG COLLAR
DOOR FORCED
DRAGONFLY ANKLET
DRAGONFLY EARRING
EARLY Q AND LUCY
EARLY Q'S CLUE
ENVELOPE

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CLUE TYPES:
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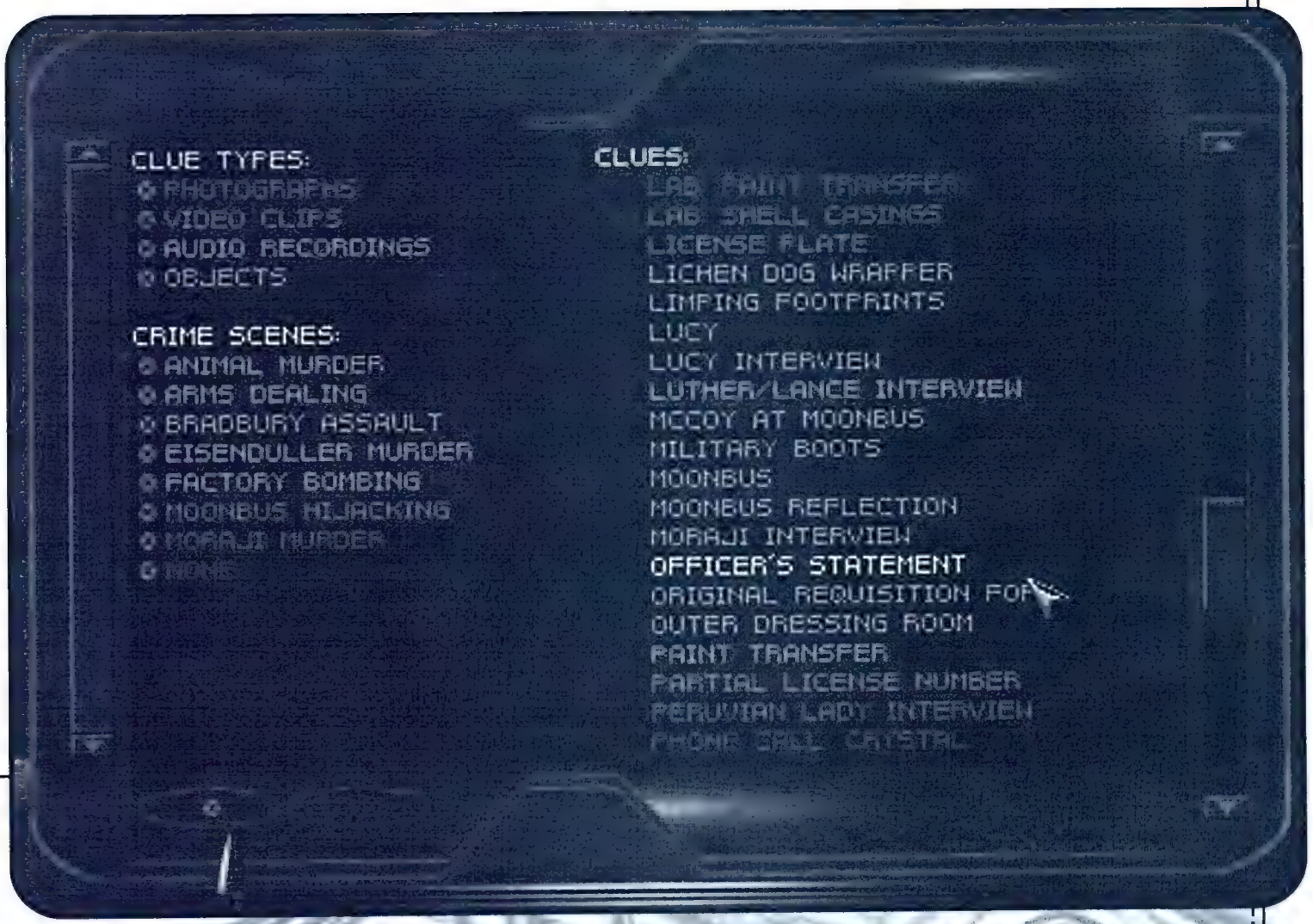
- FACTORY BOMBING
- MOONBUS HIJACKING
- MORAJI MURDER
- NONE

CLUES:
- FLASK OF ABSINTHE
- FOLDER
- GAFF'S INFORMATION
- GRACEFUL FOOTPRINTS
- GRIGORIAN INTERVIEW A
- GRIGORIAN INTERVIEW B
- GUZZA
- GUZZA FRAMED MCCOY
- HASAN INTERVIEW
- HOLDEN'S BADGE
- HOMELESS MAN INTERVIEW
- HOMELESS MAN INTERVIEW
- HOWIE LEE INTERVIEW
- HYSTERIA TOKEN
- IZO
- IZO'S FRIEND
- IZO'S STASH RAIDED
- KINGSTON KITCHEN BOX
- KINGSTON KITCHEN BOX
- LAB COPPERS



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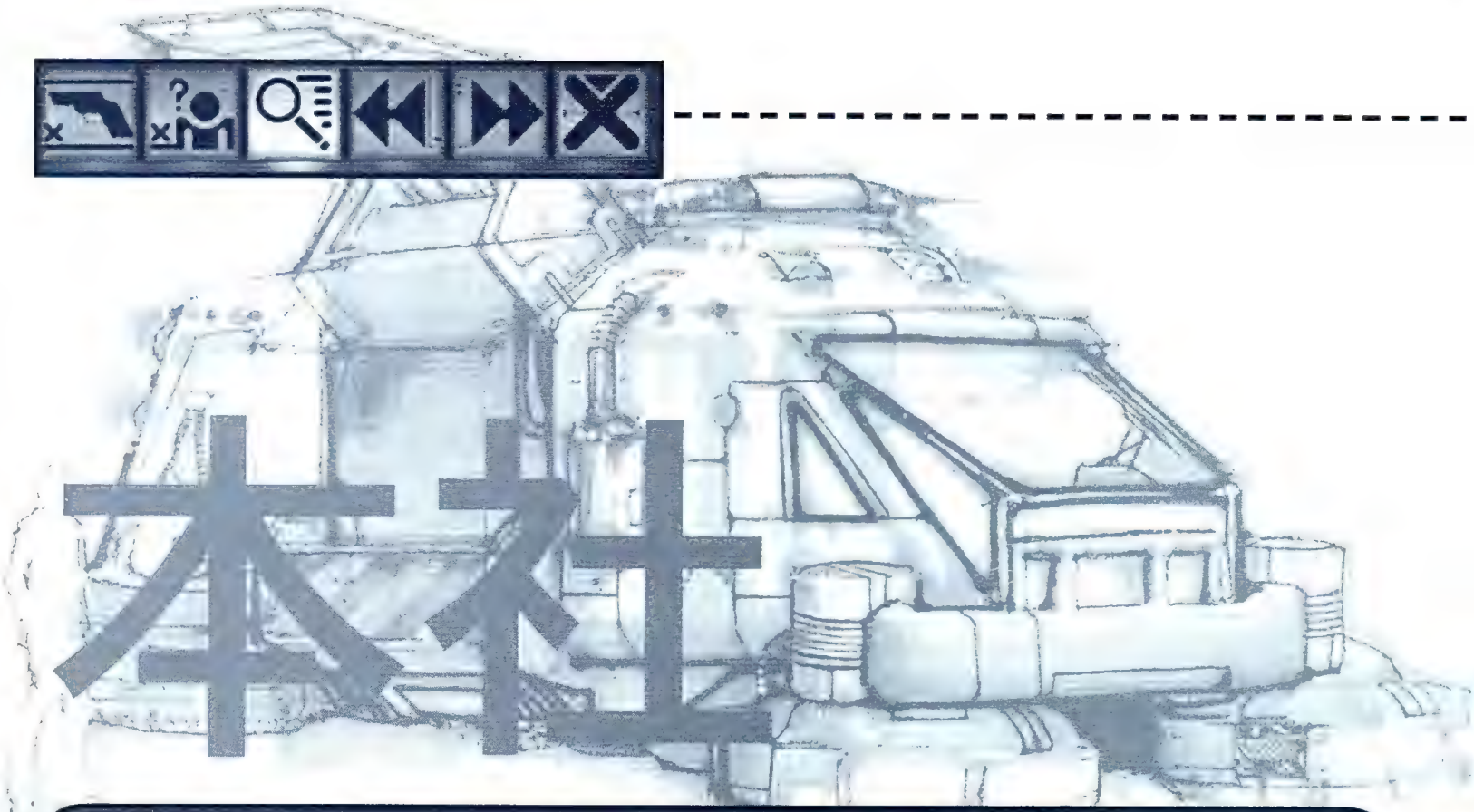

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- OBJECTS

CRIME SCENES:
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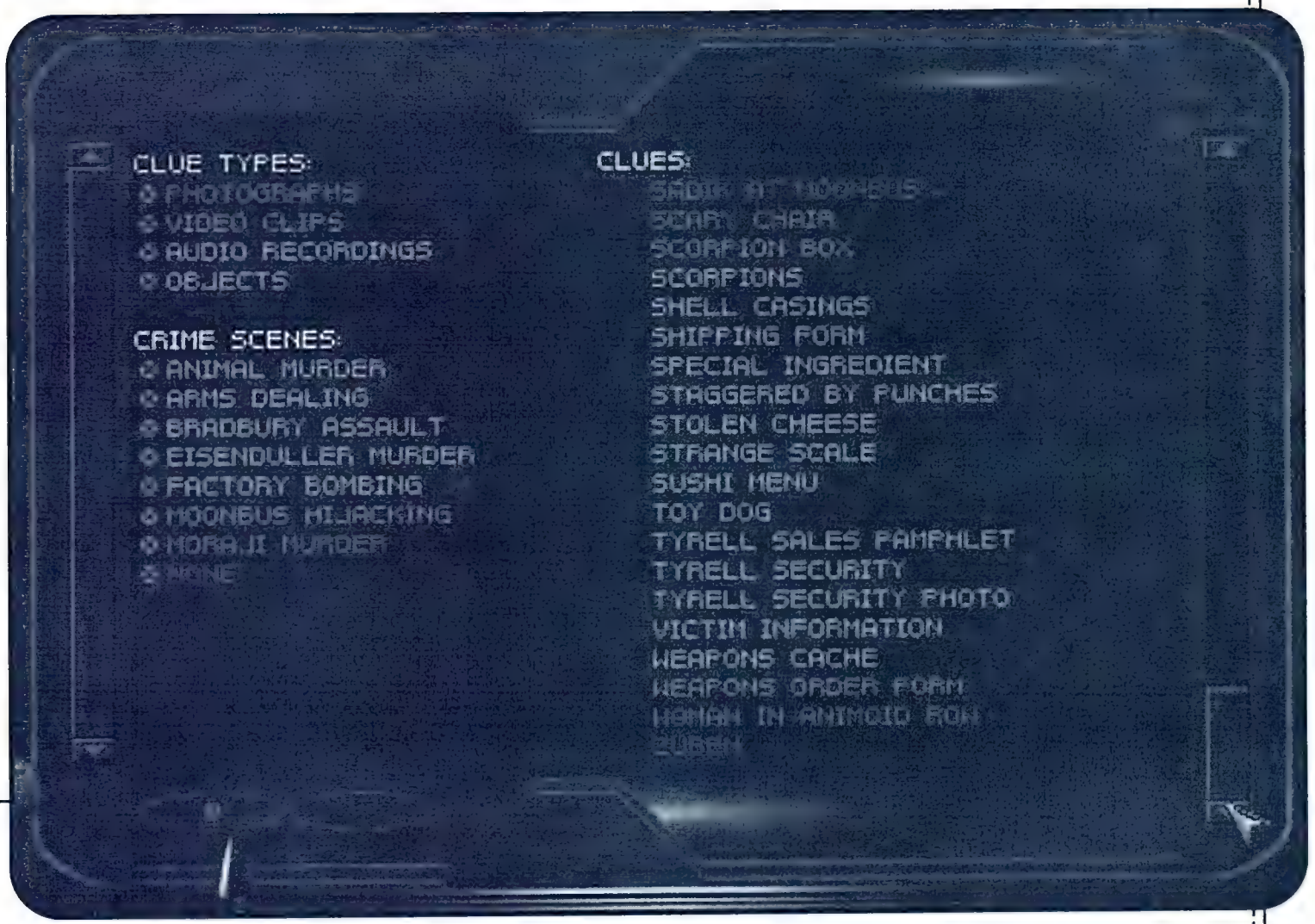
- ARMS DEALING
- BRADBURY ASSAULT
- EISENDULLER MURDER
- FACTORY BOMBING
- MOONBUS HIJACKING
- MORAJI MURDER
- NONE

CLUES:
- PHONE CALL GUZZA
- PHOTO OF MCCOY
- PLASTIC EXPLOSIVE
- POWER SOURCE
- PURCHASED SCORPIONS
- RAG DOLL
- REFERENCE LETTER
- RUNCITER INTERVIEW A
- RUNCITER INTERVIEW B
- RUNCITER'S VIDEO
- RUNCITER'S VIEW A
- RUNCITER'S VIEW B
- SADIK AT MOONBUS
- SCARY CHAIR
- SCORPION BOX
- SCORPIONS
- SHELL CASINGS
- SHIPPING FORM
- SPECIAL INGREDIENT
- STRANGLED BY PUNCHES

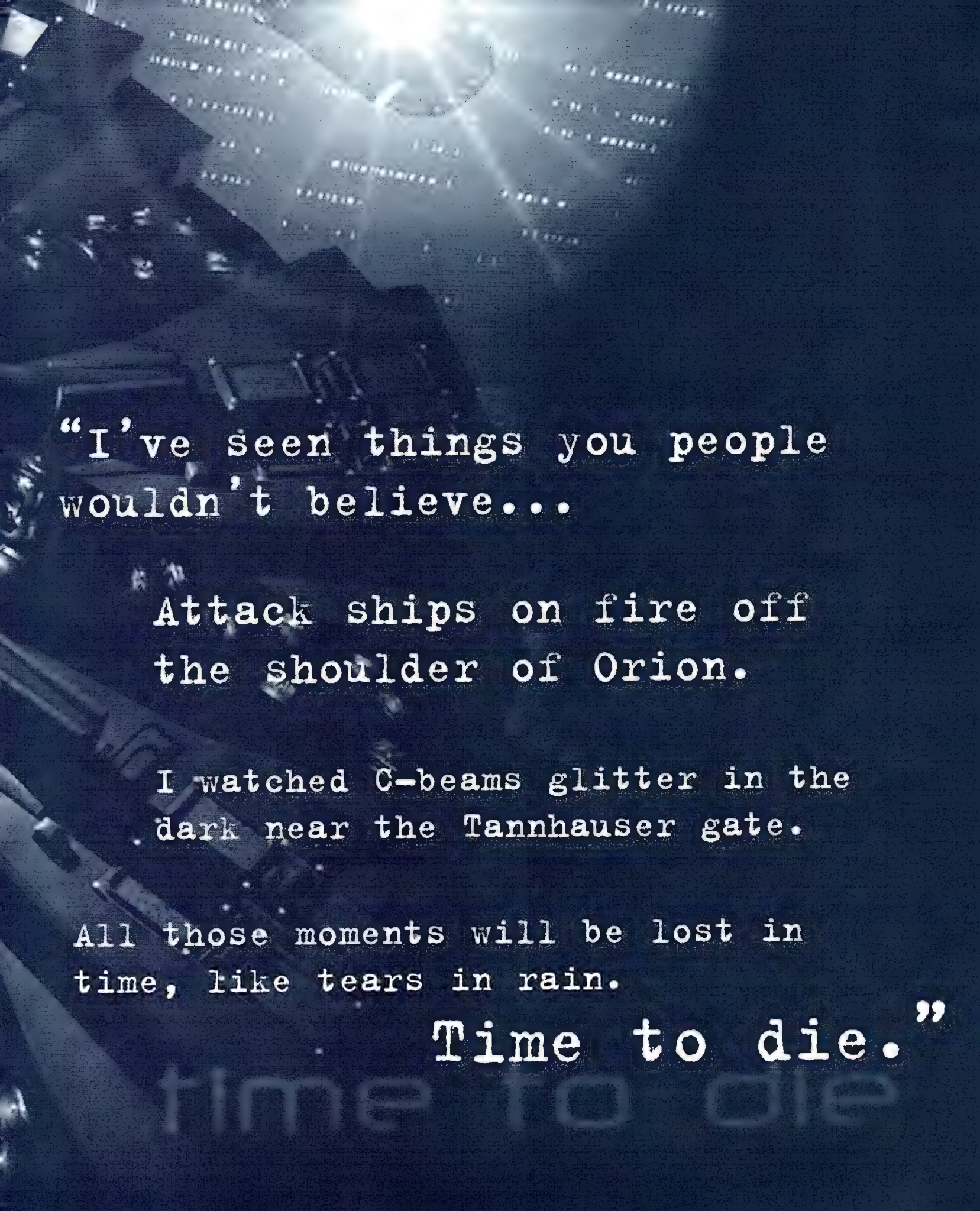
Clues



More Clues not in Esper that appear in Blade Runner:

1. Radiation Goggles
2. Deckard Photo
3. Phone Call: Lucy
4. Phone Call: Dektora
5. Phone Call: Clovis
6. Gordo's Lighter

チェイス・ザ・ライト


"I've seen things you people wouldn't believe...
Attack ships on fire off the shoulder of Orion.
I watched C-beams glitter in the dark near the Tannhauser gate.
All those moments will be lost in time, like tears in rain.
Time to die."
time to die

INDEX

サイエンス・

光明能
フィクション

INDEX

A

Analyzing photographs, 37

Animal corpses, 47

Animal murder suspect, 49

Animoid Row, 68-69, 73

Answering machine, 57, 76

B

Baker, 16

Bathtub, 89

Battle of the Gemini, 53

Black-Masked Mannequin's Head, 76

Blade Runner path, 34, 139

Bomb, 65

Bradbury Hotel, 80, 90-91

Briefcase, 129

Brochure, 61

Bullet Bob, 16, 70

Bum, 52

C

Camera, 72

Candy, 46

Car, 49

CARS (Citizens Against Replicant Slavery), 66

Chair, 116

Cheese, 87

Chew, 16, 79, 154, 156

Chihuahua, 64

China Bar, 96

security camera photograph, 98

Chinatown, 51-54

dumpster, 55

Howie Lee's, 50

Chopstick Wrapper, 46

Chrome, 43, 47

Citizens Against Replicant Slaver (CARS), 66

Clovis, 26, 131, 135

phone call, 172

Clue panel, 36

Combat Shooting Course, 37

Corpse, 62

Crazylegs Larry, 16, 99

Crime Scene panel, 36

Crowd, 42

Crystal Steele, 17, 63, 76, 134

Deckard, 155-156
Photo, 169
Default Mode, 35–36
Dektora, 29, 95-96, 105, 108-113, 135
dressing room, 137
phone call, 171
room, 164
saving, 110
shooting, 110, 112
Dermo Design, 76
Desk Sergeant, 18
Detonator Wire, 62
Dino Klein, 18
DNA Disc, 63, 92, 125–126
DNA Row, 162
Dog Collar, 62, 65
Doll, 87
Door, 42
Dragonfly anklet, 49
Dragonfly earring, 69
Drainage hole, 117
Dressing room, 137
Dumpster, 55

Early Q, 18, 105, 107
bar, 106
bartender, 18
photograph, 106, 137
lair, 106
Earring, 61
Easy Mode, 36
Eldon Tyrell, *see* Tyrell
Envelope, 77
Erratic Mode, 35
ESPER, 37
Eye Works, 78, 162
Fish Lady, 18, 68, 94, 156

Gaff, 18, 54

origami, 158

Goggles, 73

Gordo, 29, 101-102

lighter, 173

Governor Kolvig, 19

Grav Test Lab, 64

Green Pawn pawn shop, 71

Grigorian, *see* Spencer Grigorian

Guzza, 19, 99

briefcase, 129

files, 126

shooting, 129-130

Hanoi, 20, 106

Hard Mode, 36

Hasan, 20, 69, 158

Hawker's Circle, 20, 70-73, 94, 98

Holden, 156

badge, 89

Holloway, 20

Homeless Guy, 20

Hong, James, 154

Howie Lee, 20, 50-51, 158

Sushi Bar, 160

Humans

Baker, 16

Bullet Bob, 16, 70

Bum, 52

Ches, 154

Chew, 16, 79, 156

Crazylegs Larry, 16, 99

Crystal Steele, 17, 63, 76, 134

Dektora, 29, 108-109, 135

Desk Sergeant, 18

Dino Klein, 18

Early Q, 18, 107

Early's Bartender, 18

Fish Lady, 18, 68, 94, 156

Gaff, 18, 54, 158

Gordo, 29, 101-102

Governor Kolvig, 19

Guzza, 19, 130

Hanoi, 20, 106

Hasan, 20, 69, 158

Hawker's Barkeep, 20

Holloway, 20

Homeless Guy, 20

Howie Lee, 20, 50-51, 158, 160

Isabella, 21, 70, 94

Izo, 29, 71, 75

J.F. Sebastian, 24, 91, 154, 160, 162

Lance, 29, 78-79, 121

Lucy Dwvlin, 30, 103, 135

Luther, 29, 78-79, 121

Marcus Eisenduller, 21, 64

Mia, 21

Moraji, 22, 78

Murray, 21

officers, 22

Peruvian Lady, 22, 69

Police Photographer, 22

Rajif, 24

Runciter, 23, 44-45

photographs, 48

Sadik, 31

Spencer Grigorian, 24, 65-66

Tyrell, 25, 68, 154

Security Guard, 24, 64

Yukon Desk Clerk, 24

Hydrant, 42

Hysteria Hall, 93, 99, 140, 142-143

I

Isabella, 21, 70, 94

Izo, 29, 71, 75, 99

camera, 72

Lair, 73

J

J.F. Sebastian, 24, 91, 154, 160

apartment, 162

voice mail, 77

James, Brion, 154

Japanese Commercial, 164

K

KIA (Knowledge Integration Assistant), 36

Kingston Kitchen

Take Out Box, 62, 65

Kipple, 137

Knowledge Integration Assistant (KIA), 36

L

Lance, 78-79, 121

shooting, 124

Leon, 27, 154, 158, 162

Scale, 96

License plate, 49, 55

Lichen Dog Wrapper, 90

Lighter, 173

Lucy Dwvlin, 30, 45, 103, 135

candy, 46

chopstick wrapper, 46

desk, 46

phone call, 170

shooting, 104

toy dog, 46

warning, 105

Luther, 29, 78-79, 121

shooting, 124

M

Maggie, 56, 134

Mainframe room, 36, 50

ESPER, 37

Marcus Eisenduller, 21, 64

killer, 65

McCoy's apartment, 57, 118, 134

Maggie, 56

Mia, 21

Military boots, 49

Modes

Difficulty levels

Easy, 36

Hard, 36

Medium, 36

Player levels

Erratic, 35

Normal, 35

Polite, 35

Surly, 35

User's Choice, 35

Moonbus, 97

Massacre, 54

Photograph, 87

Moraji, 22, 78

Murray, 21

Music, 164

N–O

Normal mode, 35

Normal path, 34

Officers, 22

Offworld Colony Blimp, 164

Origami, 158

Paint Transfer, 47

Peruvian Lady, 22, 69

Phone call, 171

- Clovis, 172
- Lucy, 170

Photographs, 45, 48

- analyzing, 37
- Early Q, 106, 137

Police Photographer, 22

Police Station, 47, 95, 160

- Animal Corpses, 47
- Chrome, 47
- Combat Shooting, 37
- Dog Collar, 65
- Mainframe room, 36, 50
  - ESPER, 37
- Paint Transfer, 47
- photographer, 22
- Shell casings, 47
- Weapon Shipment List, 66

Polite Mode, 35

Power strip, 92

Rachel, 28, 67, 154, 158

Radiation Goggles, 168

Rajif, 24

Reference letter, 44

Replicant Sympathesizer path, 34, 54, 138

Replicants, 75

- Clovis, 26, 131, 135
- Dektora, 29, 105, 108-109, 135
- Gordo, 29, 101-102
- Guzza, killing, 130
- Izo, 29, 71
- Lance, 29
- leader, 97
- Leon, 27, 154, 158, 162
- Lucy Dwvlin, 30, 103, 135
- Luther, 29

Rachel, 28, 67, 154, 158

Sadik, 31

Zuben, 27, 50, 52-53

Runciter, 23, 43

camera, 45

chrome, 43

crowd, 42

door, 42

envelope, 77

jydrant, 42

photographs, 45, 48

reference letter, 44

Shell casings, 44

S

Sadik, 31

Sanderson, William, 154

Saving Dektora, 110, 113

Scale, 89, 96

Scorpion Box, 96, 107-108

Security Camera, 61, 98

footage, 60

Shell casings, 44, 47

Shooting

Dektora, 110, 112

Guzza, 129-130

Lance, 124

Lucy, 104

Luther, 124

Spencer Grigorian, 24, 65-66, 72

Surly Mode, 35

Sushi menu, 49

Suspect panel, 36

T

Taffy Lewis' Place, 164

Token, 87

Top Dresser Drawer, 89

Toy dog, 46

Turkel, Joe, 154

Tyrell, 25, 68, 154, 160

Grav Test Lab, 64

Tyrell Corporation, 60, 67-68, 162

brochure, 61

detonator wire, 62

DNA Dlsc, 63, 125

dog collar, 62

earring, 61

Kingston Kitchen

Take Out Box, 62

security camera footage, 60-61

Tyrell Guard, 24, 64

Underground, 116-118

drainage hole, 117

U–V

User's Choice Mode, 35

Vehicle, 49

VK, *see* Voigt-Kampff

Voice mail

J.F. Sebastian, 77

Voigt-Kampff, 109, 111

Voigt-Kampff Test, 37

W

Warning Lucy, 105

Weapon Shipment List, 66

Weapons, 119-120

Y–Z

Young, Sean, 154

Yukon Hotel, 86, 162

- cheese, 87
- desk clerk, 86, 162,
- doll, 87
- Moonbus Photo, 87
- token, 87

Zuben, 27, 50, 52-53

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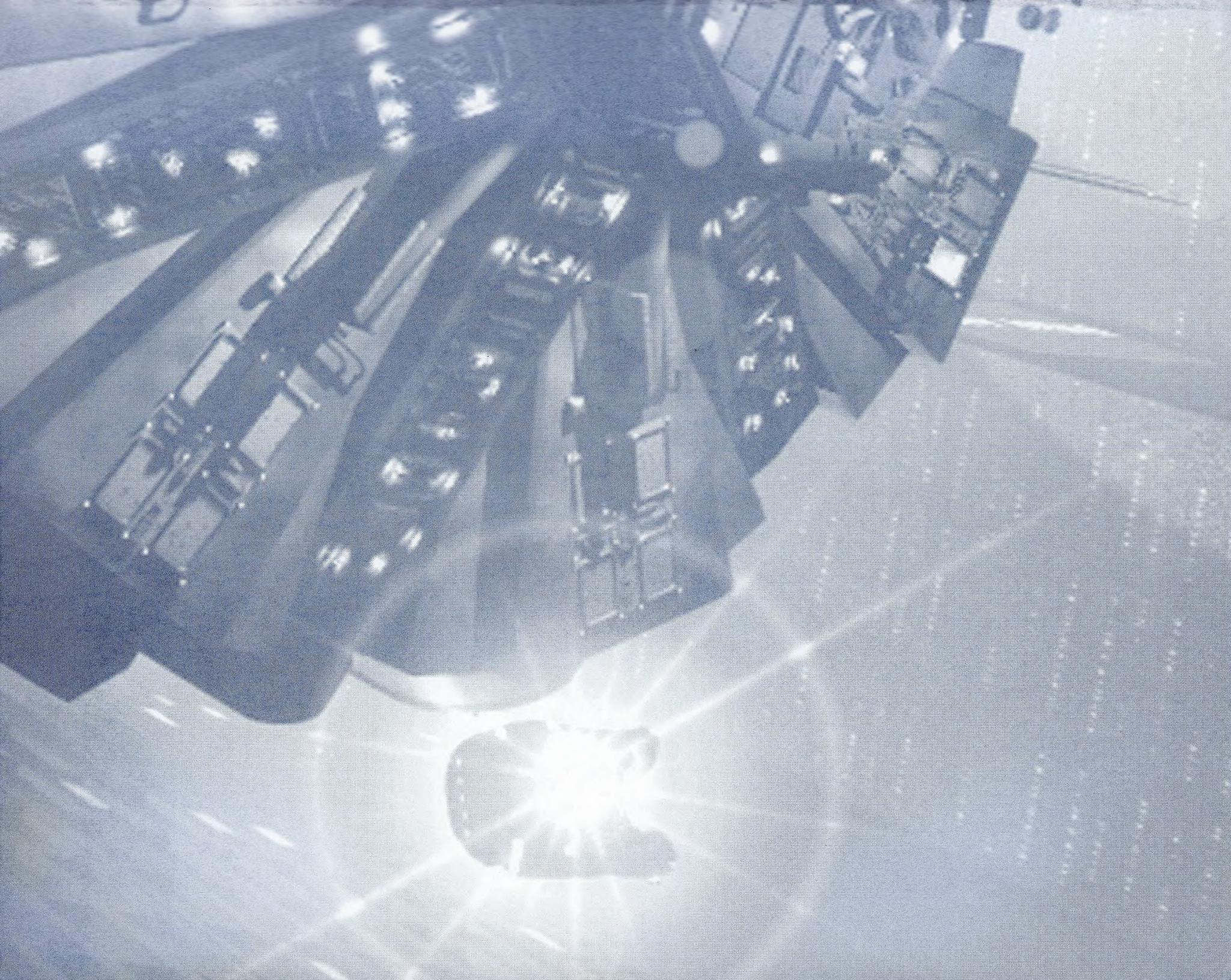

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ISBN 1-56686-728-2

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